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N64

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ISSUE 6



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... only then, Grasshopper, will you be ready.



WELCOME TO N64 MAGAZINE

The letters R, P and G used to send a shiver down my spine. When they were used together in that order, that is. Otherwise I'd have been shaking constantly, which would have been ridiculous. But then I played *Zelda* on the SNES.

"This isn't an RPG," I argued. "It hasn't got orcs in it, or 500-word descriptions of oaken tables, or miles of identical 3D corridors. And it's not so boring it makes me feel sick."

"Ah, but it is an RPG," they replied. "But a console RPG, and therefore completely different to all those RPGs you were forced to review on the PC."

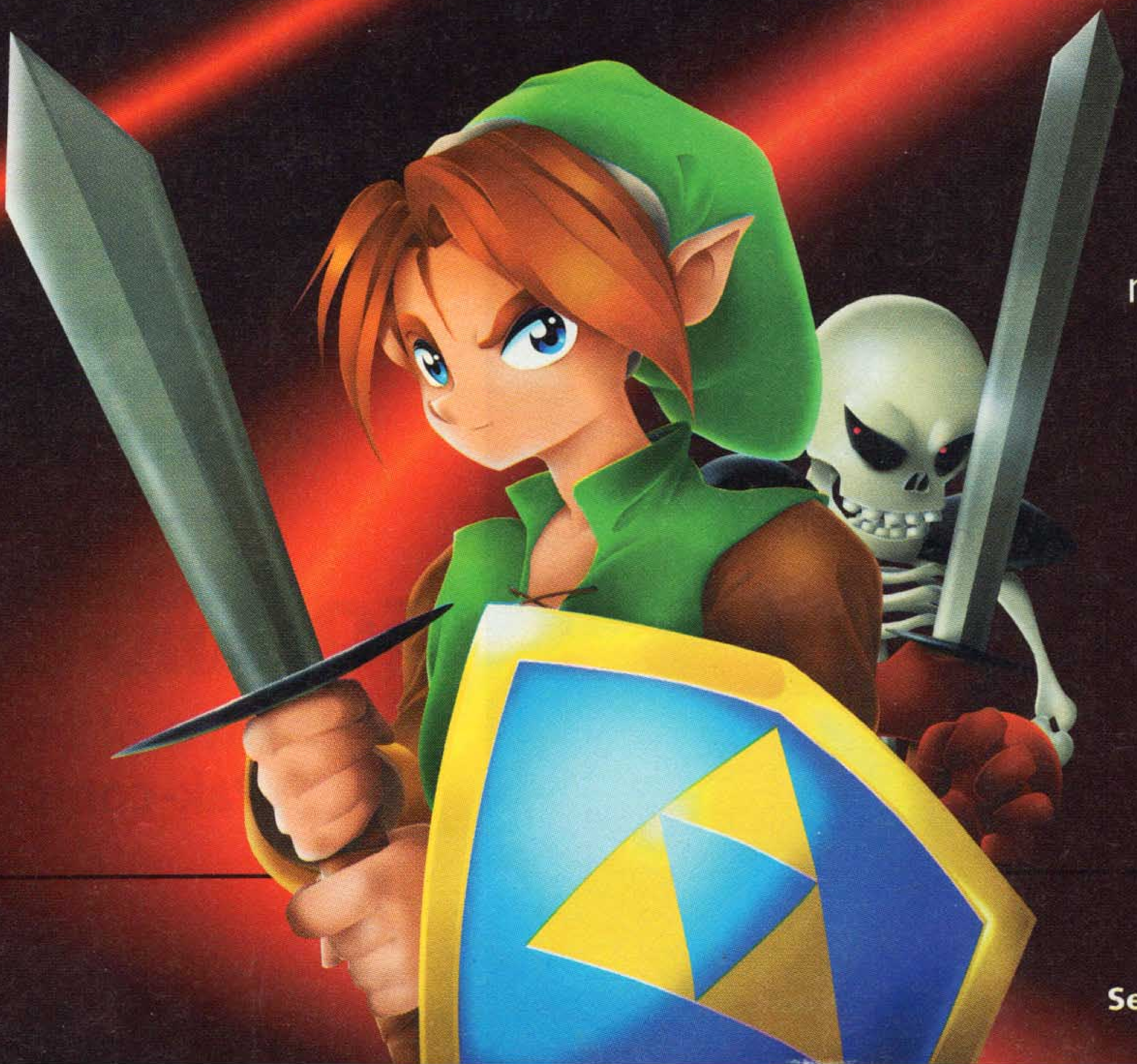
There aren't any role-playing games for the Nintendo 64 yet. But! There soon will be – and some great ones, too, completely unlike anything you'll have seen before. *Zelda, Holy Magic Century* and *Mother 3* all look absolutely brilliant, as Wil... sorry, 'FuSoYa' discovers in his huge preview starting on page 28.

We've been almost suffocated beneath your entries to our *Mario Kart 64* Championship. Sorry if your time hasn't made it into the top 100 (on page 55), but the competition has been fierce. Are we really to believe that Vincent Coyne has managed to do three laps of Mario Raceway in 1'02"68? We won't find out for sure until next month, when the championship reaches its exciting climax and we ask for proof of everyone's performances on video, but until then Vincent's time stands as the one to beat.

I'm stuck on a crossword. The clue's "Most irritating or most catty, but not to start with", and it's eight letters, with the fourth letter as H, the sixth letter as E and the last letter as T. That's assuming "Asthma" is right.

There are just a few seconds before this issue of **N64** Magazine has to go off to the printers – long enough to tell you that *Ganbare Goemon* has just arrived from Japan, and is by far the weirdest game any of us have ever seen. The 'Game Over' screen, for example, consists of two men hula-hooping suggestively around a disco dancefloor in their underpants. We'll have more on it in the next issue.

Jonathan Davies
Editor

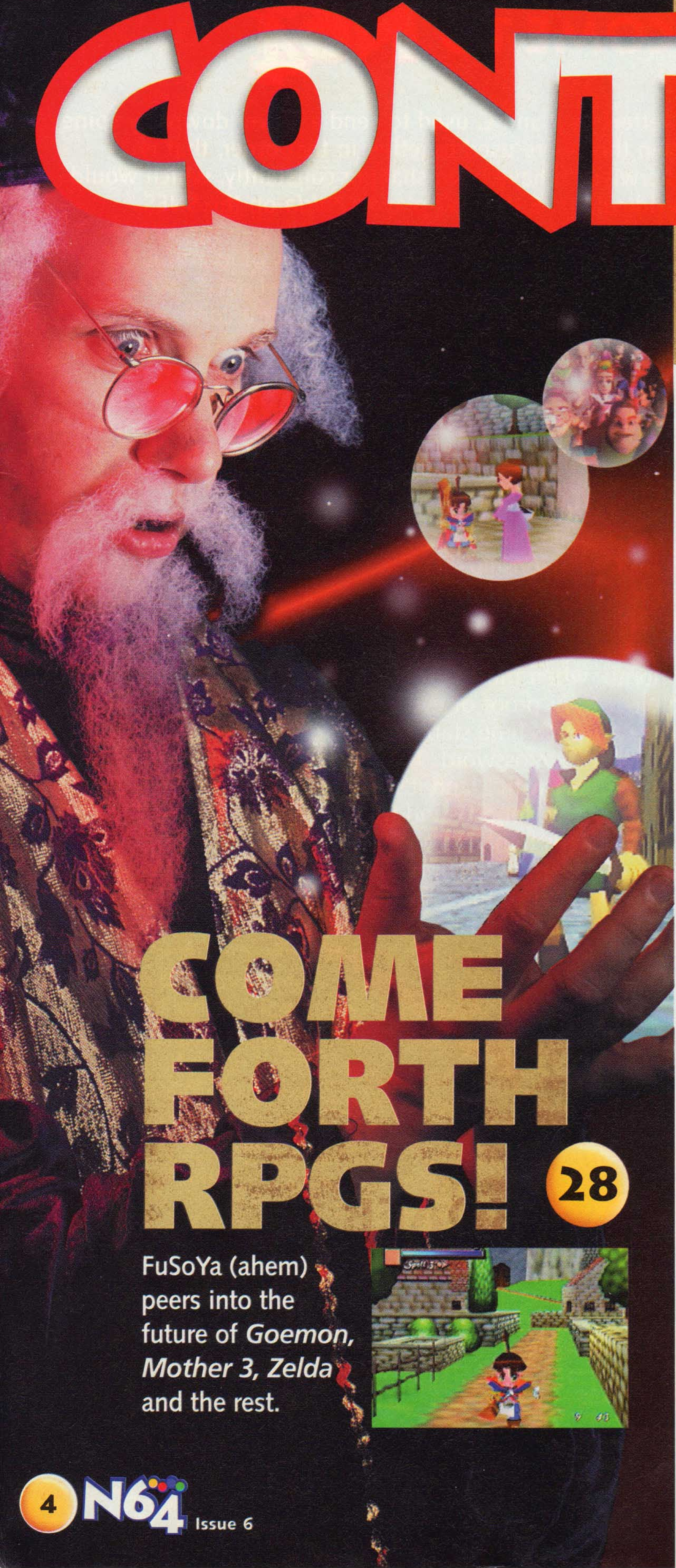


GO! GO!

N64 FOR NINTENDO 64 FANS

Issue 6, September 1997

CONTENTS



N64 ARENA

Reviewed, rated... and completed!



IMPORT ARENA

The latest Japanese and American games investigated and rated.



CONTENTS

TEAM 64

Max, our man in Tokyo, sent us a mysterious white plastic stick with a yellow lid this month...



Jonathan Davies
Reacting badly to the heat, our editor applied the mysterious substance contained in the stick liberally under his arms. But we still had to hold our noses.
Game of the month: ***Mario Kart 64***



Wil Overton
"This'll seal down my granny's birthday present," reckoned Wil when prised away from *Holy Magic Century*. But Mrs Overton never received her fiver.
Game of the month: ***Mah Jong Diary Classic***



James Ashton
James had been blaming the sun's glare for his poor *Mario Kart 64* results all month. Maybe the strange stick was some kind of cricket-style sun block. But no.
Game of the month: ***International Superstar Soccer 64***



Tim Weaver
"This'll be just what I need to sort out my hayfever!" grinned Tim, inhaling deeply. The ball in the stick's tip shot up his nose and had to be removed with pliers.
Game of the month: ***Wayne Gretzky's 3D Hockey***



Paul Jarrold
"No, look, it's obvious," said Paul, grabbing the stick and painting his lips delicately with it in preparation for a night out on the town. "Mmgfff," he added.
Game of the month: ***Mario Kart 64***

And also starring...
Jon Smith's been playing *NBA Hangtime* for us, but was completely baffled by Max's gift. And Zy's put together an incredibly detailed *Pilotwings 64* guide, but was similarly confused. We worked it out in the end, though. (Turn to page 16.)

REGULARS

EXCLUSIVE! NEW PICS OF DMA'S BRILLIANT STRANGE-'EM-UP



Of course, flying does have its disadvantages where engine failure is concerned.





Get up high to check out the geography of a level.



Ah! The old 'broken bridge' conundrum. Now, how to cross...

If you're stuck, admire the view.





It looks like a Super Mario landscape with electric colours.

After a barnstorming performance at the E3 show last month, DMA's completely bonkers *Silicon Valley* has suddenly found itself in the enviable position of being one of the most hotly-anticipated third-party titles in development for the Nintendo 64. Its immaculate blend of eye-testing colours, stylised environments and, erm, sheep on wheels had the international press spellbound in Atlanta. And now, with only five or six months left before it takes to the shop shelves, what better time for N64 to come over all Dr Doolittle?

Space Station: Silicon Valley, to give it its full name, started development just under a year-and-a-half ago at DMA's Dundee HQ, yet the original inspiration came much earlier. Lead programmer Lesley Benzies explains: "The idea for the game came from our boss man, Dave Jones. He's full of bizarre, original stuff and he actually came up with the concept for *Silicon Valley* many years ago".

Ah, the concept. Just how *exactly* do you justify having bears who juggle? "Well, basically," continues Lesley, "an experimental spaceship is sent to study evolution. The ship disappears and nothing is heard from it until 500 years later when it re-enters our solar system. Two mercenaries, Dan Danger and Evo, are promptly sent to investigate. Evo is a robot capable of interfacing with the robotic animals that were sent with the space station, and his is the character you initially control.".

Yeah, but bears that *juggle*? "When Evo and Dan arrive, they find that the animals have evolved into bizarre creatures such as a dog that flies and rabbits with helicopter ears. Your goal is to collect the DNA structure from each animal and to solve the various puzzles you need to actually become them."

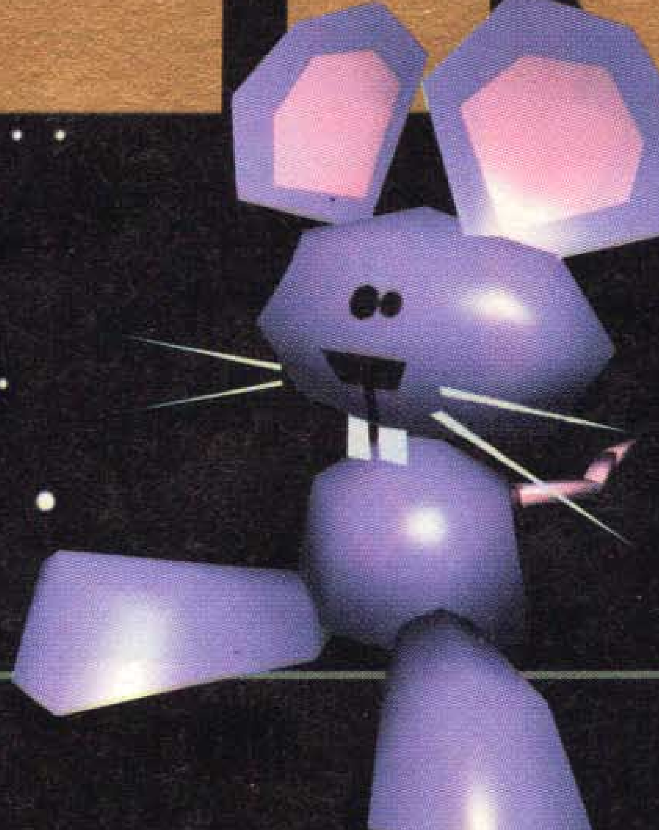
The puzzles in Silicon Valley will only work once you've transformed into the animal they're meant for, and the difficulty is equal to the stage you're at in the game. So in the earliest levels, to reach the top of a mountain you might simply have to seek out a bird (albeit a bird with RAF markings on its wings). Later on, to make a cross-valley jump – with nary a hint of a winged animal in the immediate vicinity – you might have to employ the services of something a little stranger. Like the aforementioned sheep on wheels. Needless to say, the whole thing oozes finely-tuned playability.

"E3 was very interesting for us as we had some really

GO! GO!

SILICON

danger mouse



Space Station: Silicon Valley
DMA DESIGN/BMG
Winter '98 | 1
Worldwide: Winter '98

ANIMAL BARMY

Don't believe you can have a polar bear with tank treads? That's only the beginning...



Firefox
His Bonfire-Night-style jacksy mean proceedings look like the aftermath of a particularly feisty night at the Raj Poot.



Football pitch-sized tongue
Useful for impressing the froggy ladies and reeling in your lunch from the other side of the hills.



Flying Rabbit
Well, the March hare could amble about a bit, but he never sprouted rotors and flew around!



Dog with wings
Presumably his bowl of Pedigree Chum had something *extra* in it this month.



Skiing Polar Bear
Already faster and better than Eddie The Eagle.



Juggling Bear
No 'bear necessitates' here. Just, erm, juggling.



VALLEY

(and dog and cat and squirrel)



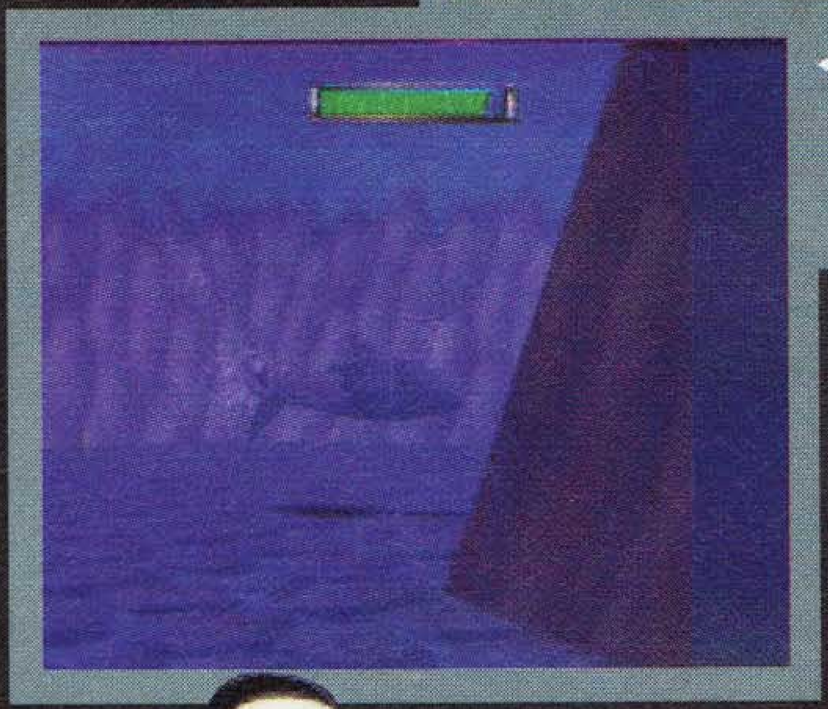
positive feedback," says Lesley of *Silicon Valley's* first American show experience. "A few guys said it was the most original game at the show, while others thought it was brilliant fun to play. Most people commented on the feel of the animals and the bizarre look." And with the game rattling through its development – the project is about 75% complete and should be finished about Christmas this year and in the shops a few months later – it seems we won't have long to wait for DMA's first 64-bit title.

And DMA seem highly impressed with Nintendo's hardware. "The N64 has helped greatly because it does most of the hard work for us, such as drawing polygons and playing music," Lesley says. "This allows us to get on with the important things like writing the actual game."

All of which means *Silicon Valley* should be here, definitely, early next year. Well, probably.



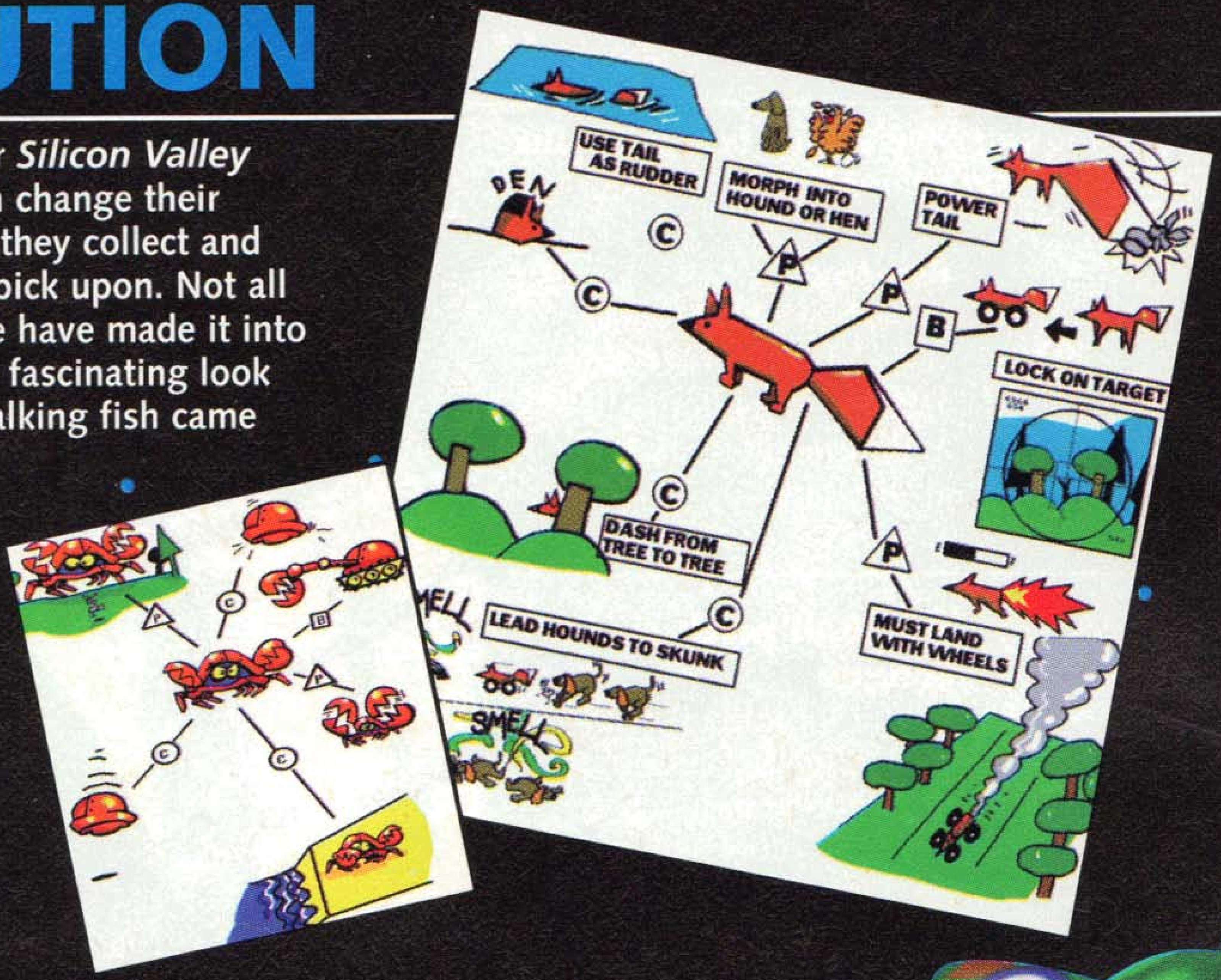
Whaaaat IS that? Hippo/dog/cow cross? Answers on a postcard.



Is that a fish or a sub? Peer closely, readers, and decide.

EVO-LUTION

These original sketches for *Silicon Valley* show how the animals can change their forms depending on what they collect and which other animals they pick upon. Not all the 'morphs' included here have made it into the final version, but it's a fascinating look at how flying dogs and walking fish came into being.





Dog of War

As originally spearheaded by *Mario 64*, the yellow C Buttons are used to change the camera view in *Silicon Valley*. Here, you're particularly fortunate as the airborne hound means changing angles in the clouds allows you a finer view of the wonderful lands below you. Mmm.





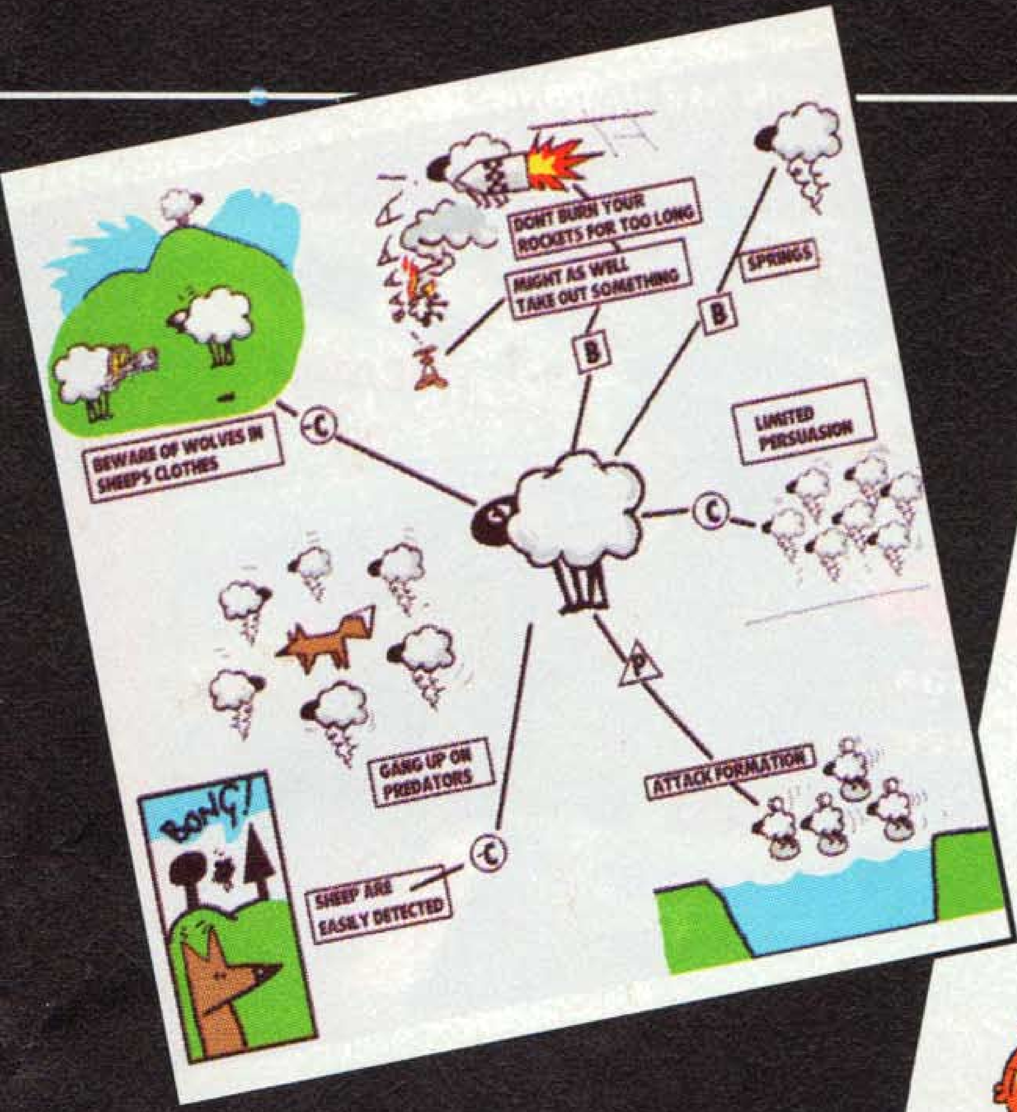
See the bullet monitor bottom left. That means you flying dog HAS GUNS!

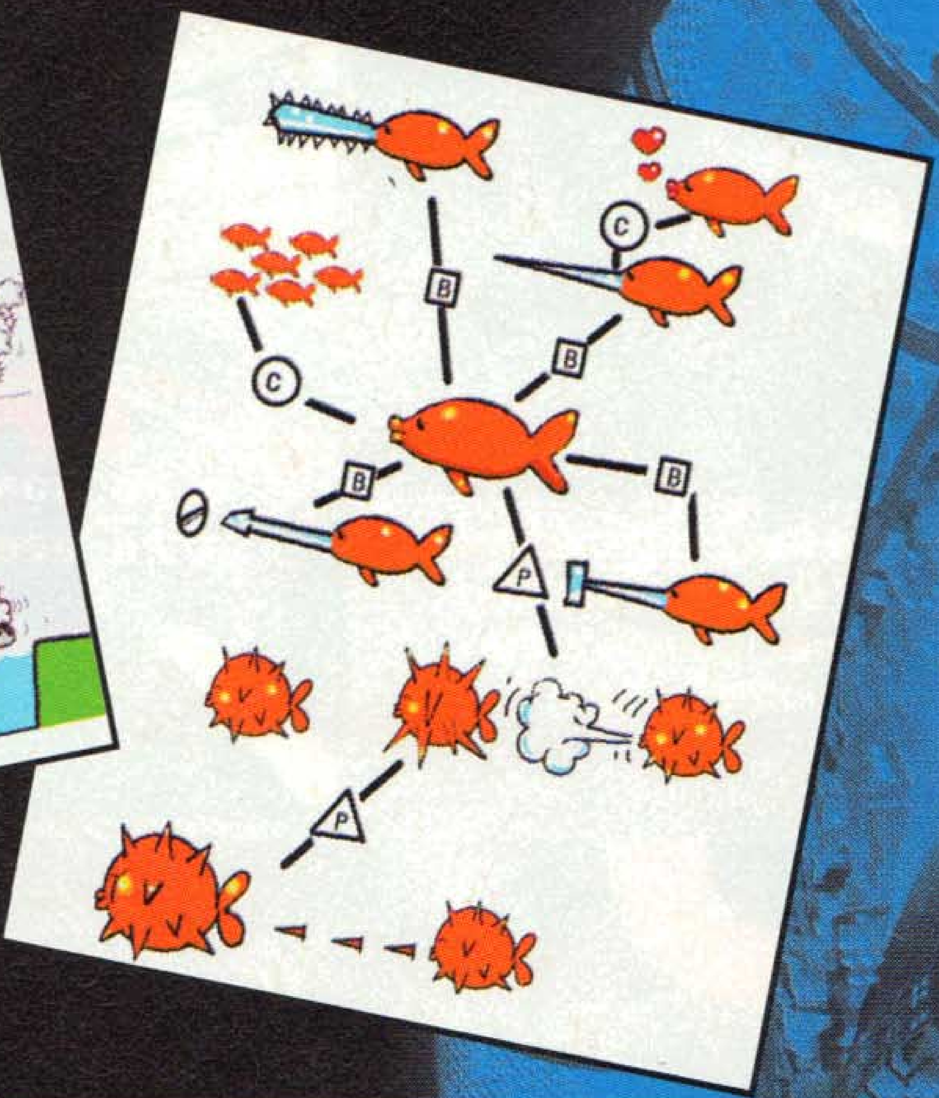


"Ahhh! We're hit! Prepare to abandon dog!"



SILICON





LAND ROVER

Like any good slice of gaming pie, *Silicon Valley* has its fair share of different worlds. Admittedly, they're obvious choices – arctic, desert, grassland, underwater are examples – but each environment has separate and specific challenges.

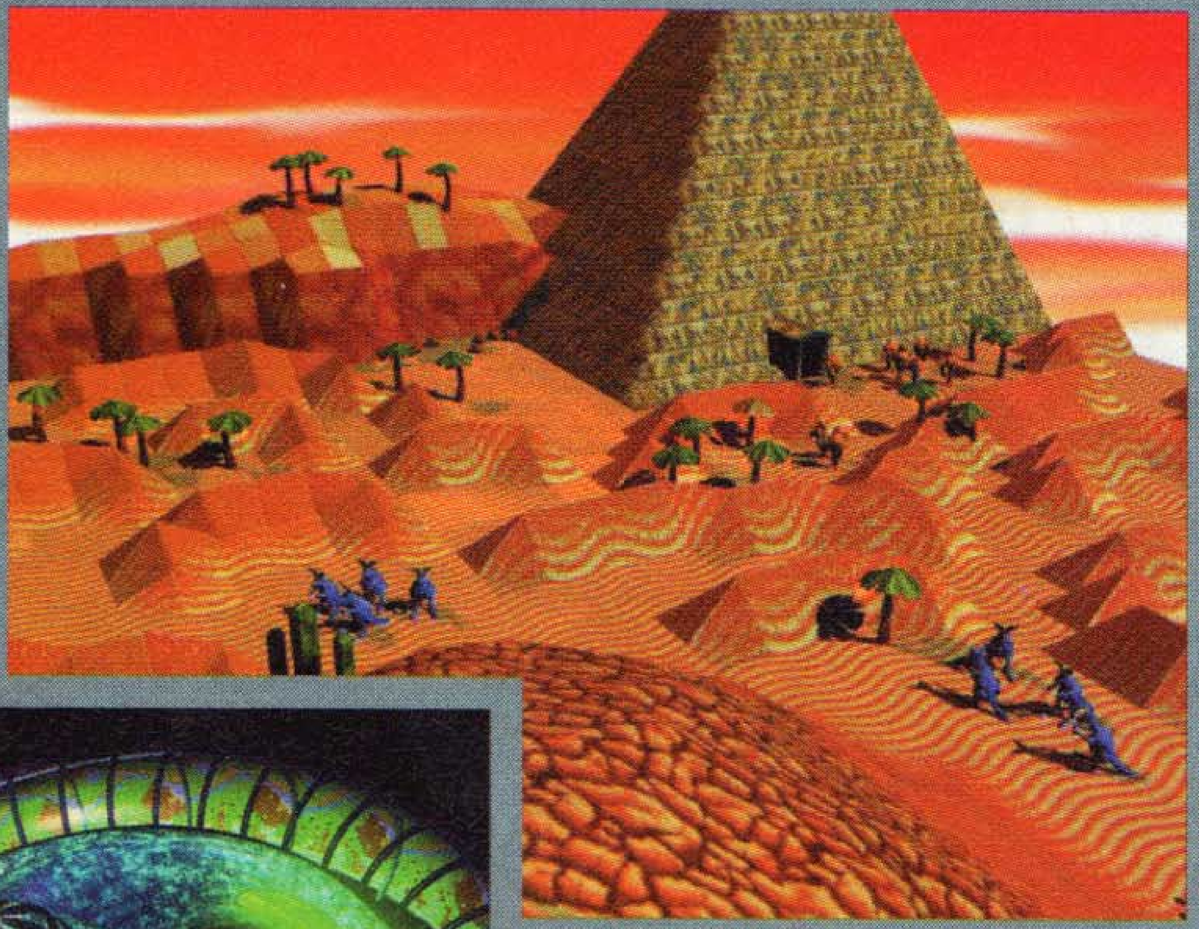
Primarily, the problem the player faces is that each animal adapts differently to its environment – and, thus, differently to the puzzles therein – so previously-garnered creatures (your inventory, unsurprisingly, doesn't consist of maps and weapons but camels, lions and cats) might not necessarily work as well as they did in their own world. It's a policy by the developers to encourage exploration and also to ensure players use every beast they can get their mits on.

The levels themselves are gloriously structured. The layouts lend themselves brilliantly to the simplistic nature of the tasks at hand (it is, after all, merely a case of robot spots animal, robot kills animal, robot becomes animal) with traditional platform fodder by-passed in favour of typically-surreal scenarios, such as spontaneous races against similarly wheel-ridden animals and ramp-jumping across hilltops.

Never let it be said DMA don't strive for originality...



◁ *Dogs on wheels versus rocket-powered foxes – it's anybody's race.*



△ *The desert world presents its own set of drought-related problems.*



◁ *Ah, the lost Space Station we'd hazard.*

Bearing Up

After a bit of ball-throwing and puzzle-solving, your Juggling Bear must morph into another animal. It's a fairly simple process. Here, he simply gives the mouse a good old whack round the chops then jumps into its body using the B Button.

If you think the concept of Silicon Valley sounds strange, wait until you see the animals. ▷

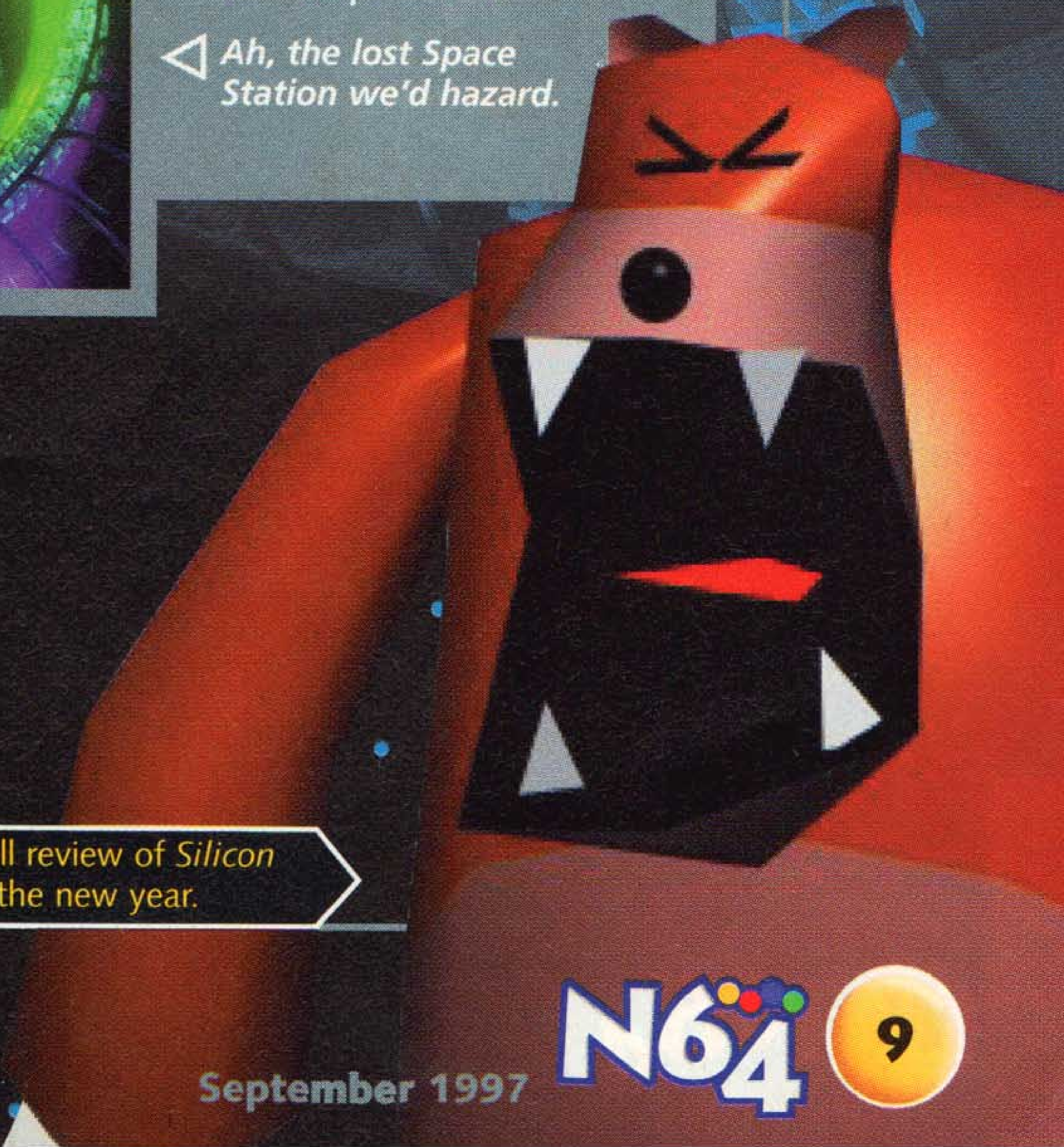


▽ *The League Against Cruel Sports already have their complaints in.*





VALLEY



TO BE CONTINUED... We'll have a full review of *Silicon Valley* early in the new year.





As it's progressed Rev Limit has slowly taken the lead in the Eager Waiting stakes for car games. Compare the screenshots we printed in issue 1 with these here.

Some of these shots look as if they've been taken from a pre or post race scene-setting sequences. They still use in-game graphics routines, mind.





This course map (top left) looks a mite more challenging than the one above. Expect a Daytona-esque difficuaity grading in the tracks.

REV



At the moment there are seven CPU cars to race against. More may be added.

The screen resolution looks to clearly out-class Multi Racing Championship.

MODE RAGE

Rev Limit is unique in its choice of race modes. There are three in total with the fairly standard three-to-ten lap choice available for starters. Beyond that, however, are two further options, unlike any featured in the other N64 rally titles. In their striving for realism, Seta have included an F1-style race where the player can opt for anywhere between 25 and 50 laps. The second is provisionally labelled "Sero Yon Zero Son", and has you pelting down a straight piece of track in an original take on the age-old Time Trial.





Although it shows a speedometer in the bottom right-hand corner, can this screenshot really be in-game? The camera's a long way from the car if it is



This, on the other hand, is much more like it. Low and fast.





No one's actually played Rev Limit yet which is somewhat worrying but these screenshots seem to suggest Seta know what they're doing

There's no word yet on the number of different views that'll be available in the game



LIMIT
roadrunner

If *Multi Racing Championship* was the N64's answer to *Rage Racer*, then *Rev Limit* is more akin to its predecessor, *Ridge Racer*. By-passing the dark, concrete look of *Rage* for the multi-coloured beach and grassland of *Ridge*, *Rev Limit* is Seta's second stab at N64 development after the frankly forgettable St. Andrew's Golf.

Currently three-quarters complete, *Rev Limit* is to be an autumn addition to the machine's already promising rallying line-up, with Boss's *Top Gear Rally* still to come. Imagineer, though, have made a respectable start with *Multi Racing*, setting the standard and leaving Seta plenty to do.

Designer Yasuhiko Kikuchi is quick to play down those *Ridge Racer* comparisons, though, as he explained in a recent interview: "*Ridge Racer* started life as an arcade game and as such suffers from a lack of long term appeal. For *Rev Limit* we've included eight tracks and aimed it at the console market."

Whereas *Multi Racing*, although lightning fast with beautiful handling, lacks the sort of realism that so enhanced Namco's *Racer* series, *Rev Limit* is concerned predominantly with immersing the player completely in the pace and danger of the race track. Hits to your car will affect the handling, while major damage to the engine prevents you from reaching race-winning speeds altogether. Pit stops, therefore, have been included, although – as in F1 games – you're penalised if you stick around too long.

Also, by setting parameters for each vehicle, the developers have been able to give each rally car a completely different feel. The weights, tyres, top speeds and handling all vary, producing a *Mario-Kart*-style situation where players will eventually settle on their favourite car and stick with it for the duration of the game.

"Our primary aim," continued Kikuchi, "was to create a very realistic game because we believe players who actually drive must feel dissatisfied with the way cars handle in most of the current games".

But for all the talk of realism, you may be surprised to learn that *Rev Limit* isn't catering for Nintendo's Rumble Pak. Team Leader Harada Noboru explains why: "It's very easy to implement, but we found it difficult to decide when to do so without it distracting from the game rather than adding to the experience. We decided the effect just wasn't particularly realistic. Also, we think it's too heavy when playing a racing game."

Rev Limit is already an exciting prospect, although little or nothing playable has been made available. However, Seta are readying themselves for an assault on Shoshinkai in November and believe gamers will be impressed with what they see. But, what of those renowned perfectionists Nintendo?

"They don't interfere with the development at all," according to Noboru. "Occasionally we consult their developers' support centre in order to find out the best way to go about certain aspects of the game. But Nintendo hasn't got as tight a grip on developers as most people seem to think."

Rev Limit	
SETA	
Autumn '97	1-2
UK release Winter '97	

TO BE CONTINUED... We'll keep you posted on *Rev Limit's* progress up to its release.

A FIRST PLAYTEST OF 3D REALMS' INTENDED *TUROK*-BEATER!





Shoot the rad symbol at the end of each level to move on.

The end-of-stage bosses are now polygon-based. The other baddies remain as sprites.



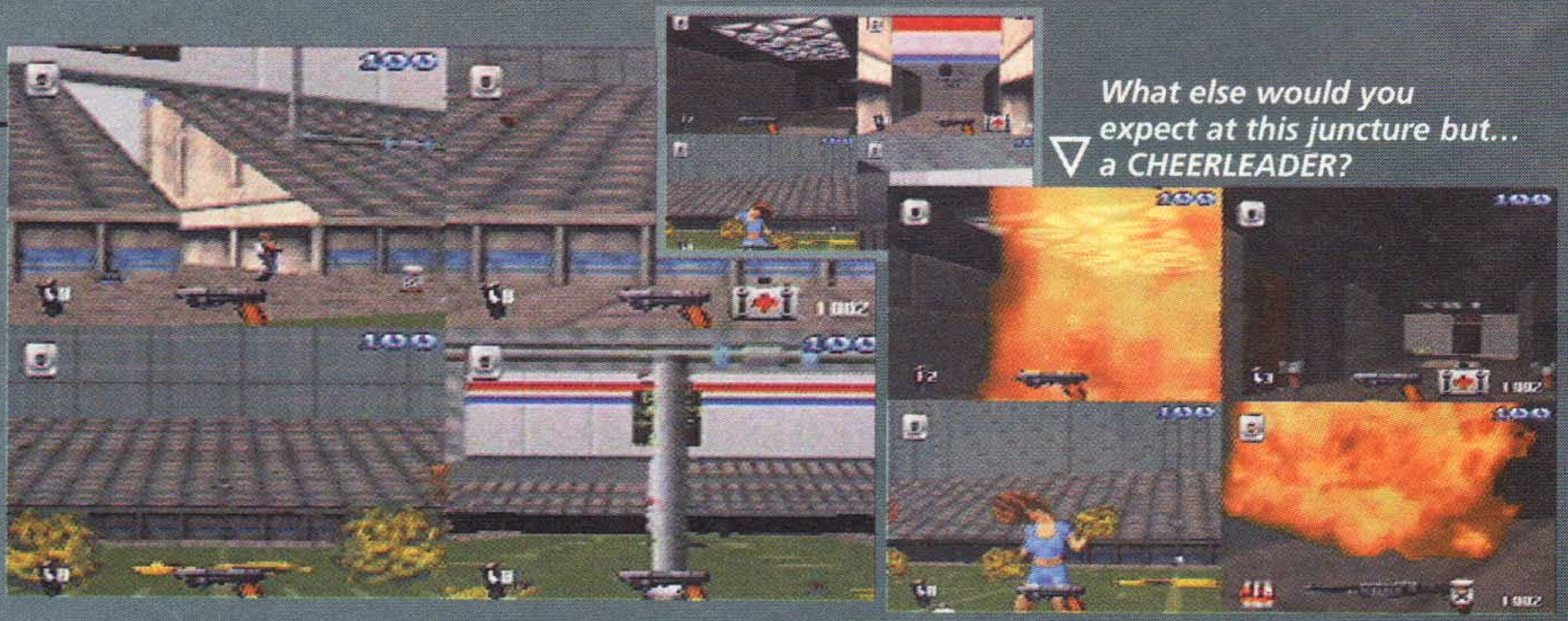
DUKE NUKEM 64

guns, gore, guts and dancefloors

Duke Nukem 64	
3D REALMS/MIDWAY	
October	1-4
UK release October	

DEATH WISH 4

With the N64's four-player capabilities allowing for multi-person on-screen action, *Duke Nukem* has gone the way of *Hexen* and the forthcoming *GoldenEye 007* with a four-way deathmatch. However, unlike its counterparts, the *Nukem* version doesn't necessarily need four human players to take part as the game introduces Dukebots, CPU-controlled opponents that act like humans. The results, as you can see, look impressive and will please followers of the PC incarnation who got used to networked mate-pummelling.



What else would you expect at this juncture but... a CHEERLEADER?



That's gotta hurt! (FIRED! – Ed.)

Duke Nukem's certainly got a fight on its hands. Neither Turok or Doom were disappointing.





"Excuse me, sir, but you are ugly and for that you must die."



Sprite monsters but there's still no pixellation up close.



KaBOOOOO-OOOMMM!!!

"Step back, sir, you have the body odour of a French municipal lavatory."



On the PC, *Duke Nukem 3D*'s take on the first-person shooter meant it quickly gained a following – perhaps second only to *Doom's*. Whereas most other first-person shooters pitched the action somewhere in the deepest reaches of Hell, *Duke Nukem* brought the monsters to Earth, giving the action a more familiar feel. Consequently, 3D Realms, its developers, had a field day setting up bloodbaths in downtown cinemas and leaking toilet blocks.

The game also courted its fair share of controversy. Not only was it mega-violent and super-bloody, but it featured liberal sprinklings of naked flesh, including the now-legendary lap dancers. 3D Realms President George Broussard originally said he'd kick up a stink if they were taken out by Nintendo for the 64-bit version. They were, unsurprisingly, removed, but Broussard never said anything. (Probably because big Nintendo cheese Yamauchi stared him out, scaring him into submission.)

What is left, though, is a PC conversion of some note. No, the lap dancers don't get their kit off – and, notably, you can no longer shoot the innocent cheerleaders (you've now got to save them). But the action is still marvellous, the one-liners still as cringeworthy as ever, and the level layouts as inspired now as they were a couple of years ago. And, on playing, you'll also notice some extra graphical touches that only the N64 could do, such as transparencies, lush textures and non-pixelating nasties.

The game proper will include 32 levels (which means all the arenas from the original PC game plus the extra ones from the add-on, Plutonium Pack) as well as seven extra levels which, reportedly, are twists on current N64 games. Details of these are scarce, though a take off of *Turok* is expected, with Blighty's very own Eurocom currently putting the final touches to these.

Weapons-wise, all the firepower from the original is contained herein, apart from the freeze gun which was deemed the most unpopular on the PC. There'll also be three extras: a plasma cannon, a grenade launcher and twin machine guns. Like *Turok's* heavier weapons, the plasma cannon can be charged, and its projectiles used to kill everything within the immediate vicinity.

Sadly, the sprites aren't the best in the world, and certainly won't be giving Acclaim or Rare sleepless nights. But on the PC, Mac and Saturn they were significantly worse, and the final games still proved magnificently playable. All of which means *Duke Nukem 64* should be a blood-soaked treat well worth waiting for...

DUKE SPEW-KEM

If there's one thing Nukesy loves, it's his one-liners. In fact, he's positively full of them. Here're a few you can expect from the N64 version...

"I ain't got time to bleed".

"Hey, you're the disease and I'm the cure".

"In a perfect world, you'd already be dead".

"Oof... who's your plastic surgeon?"

"I'm gonna get you, suckas!"

"Well, I guess you didn't feel so lucky, punk!"

"Rabbit, rabbit, (faster) rabbit, rabbit, (faster) rabbit, rabbit; run rabbit, run rabbit, run, run, run..." Erm, maybe not.



Four-player action and, as you can see, the level of on-screen detail remains high.

The two-player option is split vertically, which takes a little getting used to. It's like widescreen TV!

TO BE CONTINUED... Expect a full review of *Duke Nukem* in issue 8.



PLANET 64

NINTENDO 64 NEWS CENTRE

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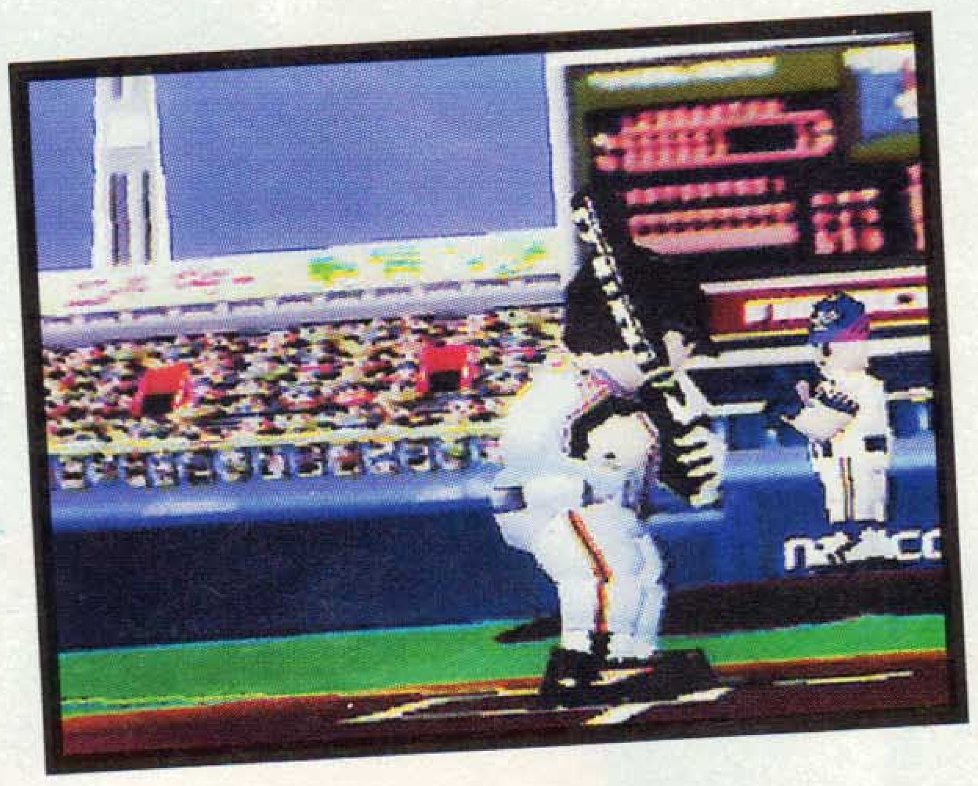
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Namco

Namco finally commit to the N64 by unveiling their first Nintendo game since *Weapon Lord* on the SNES.



All right, so it's, er, another baseball game. And we'll probably never see it here in the UK. But *Famista 64* is nevertheless significant, because it means that Namco, one of Japan's longest-standing and most important video game developers, are convinced enough of the Nintendo 64's potential to begin developing games for it.

While the Nintendo 64 has been an enormous success in America, and is fast gaining ground in Europe, it has so far struggled to make its presence felt in Japan – in its home market N64 games only account for about 15% of those sold. And the reason is obvious if you walk into a Japanese games shop, where the tiny N64 section is dwarfed by aisle after aisle of PlayStation games. Most of the PlayStation games are awful, of course, while the N64 ones are by and large great, but Nintendo's 'quality over quantity' policy isn't persuading people to buy N64s. What the Japanese public want is choice, and that's something that Sony are able to provide much more of than Nintendo thanks to their friendliness towards third-party publishers like Namco, a company that's played an enormous part in the PlayStation's success with *Ridge Racer* and the *Tekken* series.

But Nintendo have recently begun to be a bit more chummy towards other people wanting to publish N64 games. They still insist on manufacturing game cartridges themselves, but have reduced the price the third-party publishers must pay for the carts and also the minimum number they must order, so publishing Nintendo 64 games is no longer prohibitively expensive. And the 64DD is going to be even more attractive still from a financial, as well as a technical, point of view.

And so *Famista 64* is on its way. It's p'raps not the most desirable game Namco could've chosen to launch into the N64 market with, but it's a start. And the possibilities are stupendous. A perfect conversion of *Tekken 3*, for example, would overnight turn the Nintendo 64 into the world's most popular games console.

NAMCO? ER... WHO?

The Nakamura Manufacturing Company began life in 1955, with Masaya Nakamurua's company placing two rocking horse rides on the roof of a Yokohama department store. It then expanded through the 1960s to produce a range of rides for children. Then, in 1974, Atari's unsuccessful Japanese video games operation came up for sale, and Nakamura bought them out for $500,000. They managed to make money from Atari's existing games, like *Pong* and *Breakout*, and in 1977 launched their first home-developed arcade game, *Shoot Away*. Then, in 1979, they hit the big time with *Galaxian* and again in 1980 with *Pac-Man*. During the 1980s they grew into one of the world's biggest manufacturers of arcade machines.

They also entered into an agreement with Nintendo to produce versions of their most popular games for the newly-launched NES, ensuring Nintendo's success. But things turned sour when, after five years, Namco's contract with Nintendo expired and Nintendo tried to make Namco sign a new agreement with much tougher terms. Namco had no option but to comply, having become reliant on sales of NES carts, but Nakamura resented the way he'd been treated. So when Sony approached him in 1994 with a view to building up a selection of games for the launch of the PlayStation, Nakamura was happy to help them out. A superb conversion of *Ridge Racer* duly appeared six months later, and Sony's machine went on to dominate the world of video games.

Relations between Nintendo and Namco have now thawed, and *Famista 64* is hopefully just the first of a whole range of Namco N64 games.

TUROK SPOOKINESS

Spotting the bit in last month's Planet 64 about an N64 reader having trouble with his *Turok* cart, Acclaim have contacted us to confirm that there is indeed a problem with the game that causes it to lock up on level eight if you're trying to use it with certain third-party memory cards, including the popular Spook one. The solution, it would seem, is to stick with the official Nintendo Controller Pak if you want to save while you're dinosaur hunting.



PENSION INTENTION

Hiroshi Yamauchi, Nintendo's sinister overlord in Japan, has revealed in an interview with the Japanese newspaper Asahi Shinbun that he'll retire in the year 2000, after seeing through the launch of the 64DD. "You can't work forever," he conceded. "It's time for me to consider when to stop. First I want to see if the 64DD will change video gaming. If I am wrong, I will accept that. It will be clear by the year 2000 whether it has been a success or not."

go go!

THE NAMCO N64 CATALOGUE

Namco have only named one of the N64 games they're developing so far, but they'll have lots of others planned.



FAMISTA 64

Yes, all right. So a baseball game that'll never in a million years make it to Europe isn't the greatest of starts. And if there's one thing the N64's not short of it's baseball games. *Famista 64* (the 'Famista' bit being short for 'Family Stadium') will go up against Imagineer's *King of Pro Baseball* (N64/1 64%) and Konami's *Power Pro Baseball 4* (N64/3 54%) when it's released in Japan in October, as well as Hudson's just-released *Power League 64* and a host of American games. Our pals at Game Japan have more details on page 24.

MYSTERY GAME

When news began to break of Namco's entry into the world of Nintendo 64 earlier this year, two games were rumoured to be in development. One was a baseball game, which has turned out to be *Famistar 64*. And the other? According to some it's an RPG…

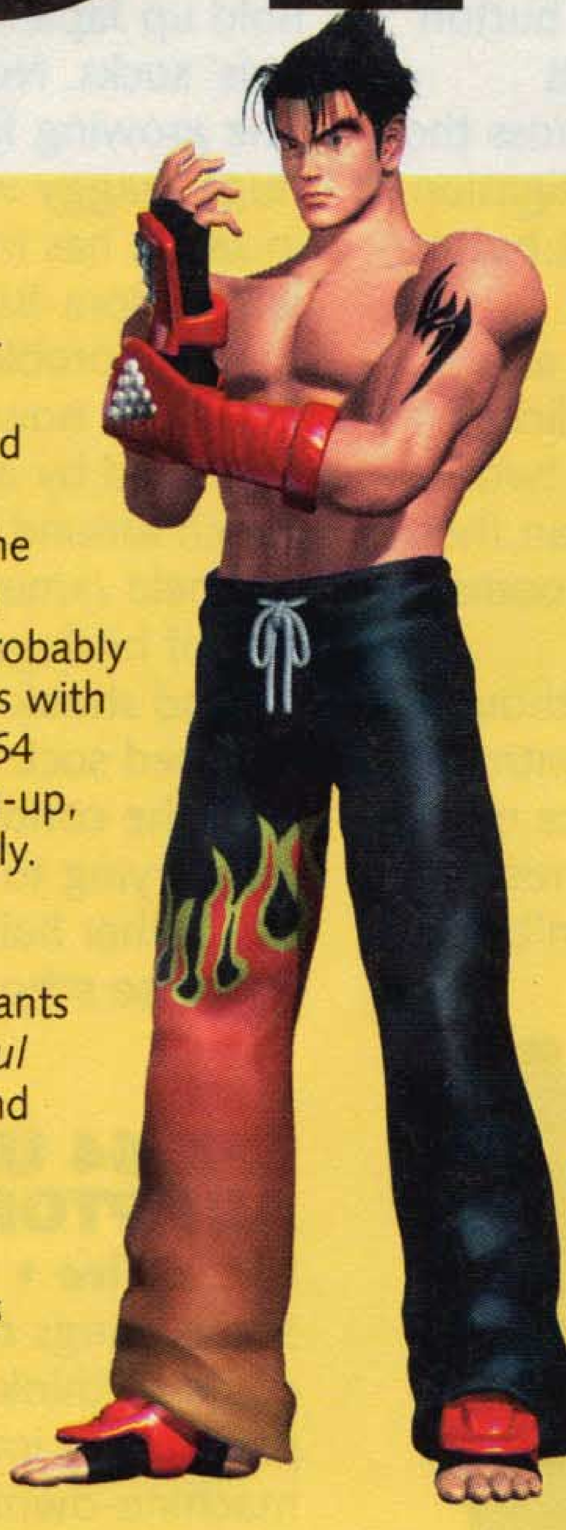
THE N64 GAMES NAMCO COULD DEVELOP

Namco have created a treasure trove of coin-op and PlayStation games that would go down a storm on the N64. They might convert some of them, or they might prefer to keep their N64 and PlayStation catalogues separate. Here's some of what they've got to choose from, anyway:

RIDGE RACER

Ridge Racer set a new standard for racing games with its super-smooth graphics and realistic handling. An almost arcade-perfect PlayStation version played a huge part in ensuring Sony's successful entry into the video games market, and it lives on in the forms of *Rage Racer* and the link-upable *Ridge Racer Revolution*. Will we see an N64 version? Or will *Rev Limit* and *Top Gear Rally* be better anyway?





TEKKEN

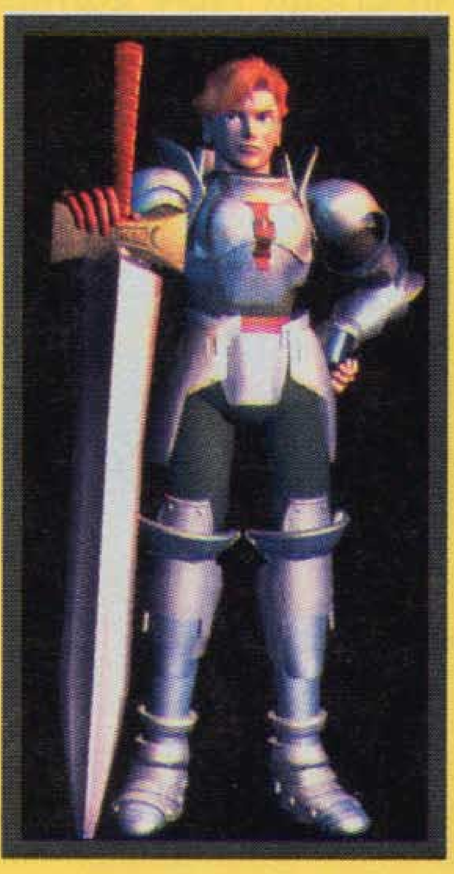
After Sega invented the 3D beat-'em-up with *Virtua Fighter*, Namco moved in with *Tekken* and the two game series have been locked in combat ever since. In the arcades *Tekken* is up to version 3 now, while the PlayStation has probably reached the limit of its capabilities with a conversion of *Tekken 2*. The N64 badly needs a first-class beat-'em-up, so *Tekken 3* would go down nicely.

SOUL EDGE

While *Tekken* restricts its combatants to punches, kicks and throws, *Soul Edge* equips them with swords and spears and lets them hack each about in medieval Japan. It's a great game, and the PlayStation version captures everything that's good about the coin-op.

TIME CRISIS

The definitive gun-based coin-op, *Time Crisis* includes two innovations: a foot pedal which lets you duck down to dodge fire, and a replica gun that actually recoils when you fire. It's also on its way to the PlayStation with a plug-in gun. Again, it'd work brilliantly on the N64. Will Namco come up with the goods?



AND MORE...

Pac Man's still going strong, with the *3D Ghost Zone* out soon on the PlayStation along with *Air Combat*, and there are the *Alpine Racer* and *Aqua Jet* coin-ops to consider as well.



THE N64 BOARD

The N64 Magazine office seems to accumulate enormous amounts of 'stuff', which, for safekeeping, we pin onto the N64 Board.

- It seems our mystery Mario artist in issue 2 was a certain Rishi Nathwani of Watford. Look, he's sent us another one.
- Chris Baker from Paignton sent this picture of Yoshi. Something very odd's going on in the background but nevertheless, we like it.
- All the way from Amsterdam comes this collection of Sailor Moon drawings. V Kraetke is the artist in question and, after Dennis Bergkamp, is definitely our favourite Dutch person of the month.



- Insultingly poor N64 'news' story clipped from the Daily Mail by Matt G from Durrington. Or maybe it's Matt G Durrington. It's not crystal clear.
- A picture of polygon Link dreaming of his 2D sprite past. It's another top bit of artwork from Paignton, this time by David Rabbitt. What do they put in the water down there?
- A page from David Peacock's N64 fanzine, Power 64. He hopes we like it and we do.
- **Blank space.**

(Do you have anything that might fill it? Then send it quickly to: The N64 Board, 30 Monmouth Street, Bath BA1 2BW.)

GOOD VIBRATIONS

Nintendo's Rumble Pak will cost £15 when it comes out here. Which may make you wonder why anyone would want to pay £25 for Datel's alternative. Well, there are three good reasons.

Firstly, their ShockWave pack includes a built-in 1Mb memory card. Normally you've got to switch packs when you want to stop rumbling and start saving games. Secondly, (incredibly) it doesn't take batteries, working off the N64's own power supply. And thirdly, there's a tiny microphone included in it which picks up sound effects from games and rumbles accordingly, even if they're not Rumble Pack compatible. And it seems to work. We'll have a full and proper review of it for you next month.



A NEW KIND OF CARD

In fact, our pals at Datel really have been busy this month. As well as putting together their super-deluxe Rumble Pak alternative they've redesigned the way memory cards work. Normally with a memory card larger than the standard 256K you have to switch between pages – four for a 1Mb card – using fiddly buttons. Their new 1Mb and 4Mb cards, however, have just one continuous block of memory, so no switching's needed. Again, we'll test them thoroughly in 'New Goods' next month.



New Goods

Money to spare? Then accessorize.

V3 RACING WHEEL 64

InterAct • 01204 862026 • £80

£80? Strewth. And to begin with the V3 seems like a complete disaster, with you having to twirl the wheel desperately, arm over arm, to keep your *Mario Kart* kart on the road as if you're driving a huge juggernaut or something. And the Z button being where the horn ought to go makes it incredibly hard to use your Mushrooms across the grass on *Mario Raceway*. But a little investigation of the manual reveals that pressing the Set button allows you to reduce the wheel's radius of operation from an ungainly 150° down to a nimble 30°, whereupon your kart can be flicked across the road with ease. And one of the two pedals that come as part of the package can then be reprogrammed to simulate Z, so Mushrooms aren't a problem either.

The V3 still isn't ideal for *Mario Kart*, though, with the standard Controller tending to produce much more accurate results. It isn't much



good with *Wave Race*, either – for that you need up and down as well as left and right, and they're worked using a fiddly switch on the wheel's rim. And it's hopeless with *Starfox 64*. Where it comes into its own is with *Multi Racing Championship*, where it feels extremely natural. Its responses are precise, and being able to quite literally step on the gas is much more fun than merely tapping A. All you miss out on is the Rumble Pack, which will fit into the slot in the wheel's base but makes the LEDs flicker alarmingly.

There are no problems with the wheel's construction, which is reassuringly solid, and you have the choice of clasping it between your thighs or suckering it onto the table in front of you, which is good. But for £80 – the price of a new game – you'll have to be both serious about your driving and extremely rich.

75%

SOCK TOUCH

Hakugen • Japanese shops • ¥200



Give up? Sock Touch, then, is actually a stick of roll-on glue designed to hold up Japanese school girls' socks. No, really. The growing fashion for huge, baggy white socks in Japan has inevitably led to Nora-Batty-style slippage problems, but these can now be alleviated by applying a generous smear of Sock Touch around the leg beneath the top of the sock. We held James down, spread Sock Touch around one of his legs but not the other, pulled his socks up and shook him vigorously, and the Sock Touched sock did remain more firmly anchored than the control sock. But he was reduced to tears trying to get the glue off his leg – he's rather hairier than the average Japanese school girl.

42%

SFX 64 UNIVERSAL ADAPTOR V3.0

Blaze/Fire • 01302 325225 • £15

Some things never change. Most things, in fact, come to think of it. But one thing that seems particularly immutable is the lot of the PAL-machine-owning import gamer, who, it seems, is going to have to keep buying a new adaptor every few months as Nintendo continue their attempts to thwart the free flow of games around the world. And so the third version of Blaze's Universal Adaptor arrives and will, they reckon, get all Japanese and American N64 games released to date working on a UK machine, including *Wave Race 64* and *Starfox 64*. We tried it with *Starfox* and it worked fine, with no noticable picture or speed problems and even the Rumble Pak wobbling reassuringly. You get borders, though, of course, which we hope aren't a taste of things to come...

92%



FIND IT ON GAME!! TAMAGOTCHI



Bandai • Importers • ¥4500

It must surely be of great concern to Nintendo that while they're having a tough time convincing the Japanese just how great the N64 is, all it takes is the pairing of a simple LCD keychain and the eight year old Game Boy to capture the top of the game charts. Game Boy *Tamagotchi* comes in a natty white cart complete with a set of stickers. The difference this time is that you can feed, play with and clean up after three of the little blighters at the same time as they evolve into even more bizarre forms than before. Other than that it's *Tamagotchi* as normal. There's a battery back-up so you don't have to keep your GB on all the time but that doesn't mean that you can ignore it for days on end without your little darlings suffering.

While it's undoubtedly more sophisticated we didn't really take to *GB Tamagotchi* as much as the original. Maybe, like *Tetris*, it's something best left at its simplest form. Or it could be that we didn't understand the instruction book.

76%

KARTY CONGRATULATIONS!

Congratulations are in order to Paul Hughes from Manchester. We've no idea who he is, other than that he won a day of go-karting organised by Game (the games shops) and THE Games as a prize for a *Mario Kart 64* time trial competition they ran in July. Don't forget that the **N64** Magazine *Mario Kart 64* Championship has now reached Stage 2, the entry form for which you'll find on page 56.

Out soon: er, 'Lylat Wars'

"It wasn't our idea," swear THE Games, Nintendo's UK distributor. "Nintendo of Japan made us do it. They've already changed the title screen and everything, so there's nothing we can do."

You'll probably recall that *Starfox* on the Super Nintendo was renamed 'Starwing' for its European release because 'Starfox' was already a trademark over here. But 'Starwing', it turns out, is a trademark here too, so Nintendo have had to come up with another name for *Starfox 64*, which is due out in the UK on October 3rd. 'Lylat Wars', though? Rather than, for example, 'Space Fox'? Or 'Fox Star'? Or any one of a hundred other less embarrassing names? Tsk.

The good news, however, is that *Starfox 64*… sorry (we're going to have to get used to this) *Lylat Wars* will cost a 'mere' £60 – prices as high as £80 had been mooted. And! That includes a Rumble Pak!

Extra Rumble Paks are due to go on sale at about the same time (for multi-player purposes) for a reasonable-ish £15.



RETROWORLD

with Jason Moore

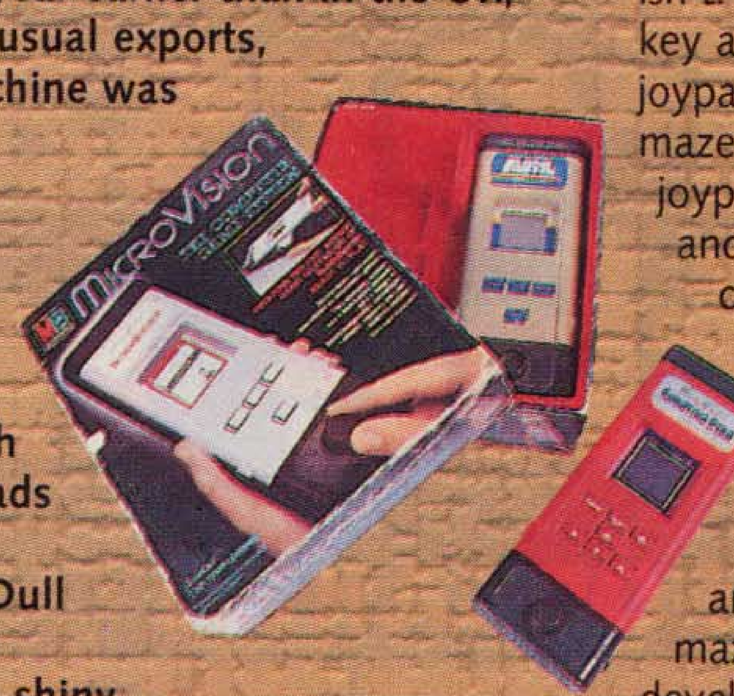
It's time to turn back the clock to when you could save up for games with your pocket money

With the Game Boy being nearly ten years old, it's probably about time Nintendo renamed it the Game Bloke. However, the Game Boy was by no means the first cartridge-based LCD handheld on the market.

Back in 1979, the toy company MB ventured into the games market with the Microvision. But rather than plugging ordinary cartridges into it, changing Microvision games involves unclipping and replacing the whole front of the machine, controls and all. And the Microvision is oblong-shaped, and you'd need pretty weird trousers to be able to fit it into a pocket. The screen, meanwhile, is square, and only 16x16 pixels – a far cry from the Game Boy, but good enough for simple arcade games.

The machine came supplied with *Blockbuster*, a simple but infuriatingly addictive *Breakout* clone. And the machine gets a big playability boost thanks to its very sensitive analogue paddle controller, used to move your bat in Blockbuster with complete, yet hard to master, accuracy. The machine's sound is limited to beeps and thumps, but is always used to good effect in the games, six of which were released in the UK, including *Pinball*, *Shooting Star* and *Connect Four*.

The situation was slightly different in the US. There the Microvision was released a year earlier than in the UK, and unlike usual exports, the UK machine was actually enhanced. Proper plastic keys replace the flimsy touch sensitive pads of US machines. Dull stickers are replaced by shiny metallic name badges, and the off-brown fascia is replaced by light grey, making the UK machine look far more modern. But while the US may have got a shoddier machine, they did get around fifteen game releases, including a very rare *Star Trek* licensed title.



Current collector's prices for a boxed Microvision are approaching the £50 level, and rare American games can fetch double that price. It may look like a seismic scanner from Blake's 7, and you may be tempted to put it to your ear and pretend it's a mobile phone, but the Microvision represents the very root of today's handheld market.

PARACHUTE GAME & WATCH



Despite its name, you don't actually get to jump out of a plane in this handheld. Instead you row a boat, catching parachutes falling from a helicopter. Your boat moves left and right between three positions. If you miss someone, he falls into the sea and get chased to his death by a Jaws-style shark.

At first, catching everyone is easy. But after about a minute they start jumping in threes, and it's tricky to distinguish who'll land first. And on Game B, some jumpers get caught up in a tree at the side of the screen, making it very difficult to judge when they'll break free and fall.

Released in 1981, this was one of the first 'Wide Screen' G&Ws, and while it's very simple, trying to beat the high score is very addictive. The only thing that's puzzling me is how three hundred people fit into a rowing boat…

RETRORATING: 58%

INMOUSE (Virtual Boy)

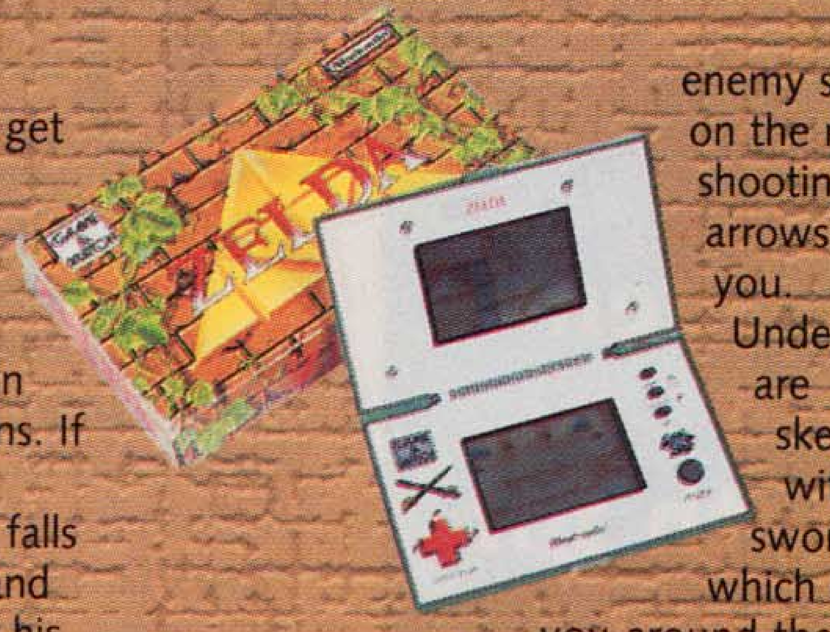
As if the threat of temporary blindness from playing your Virtual Boy wasn't scary enough, *Inmouse* is a first-person shoot-'em-up set in a haunted house. Now, let's get one thing clear: *Doom* this isn't. You play against the clock to find a key and the exit to each level. The left joypad is used to move around the maze-like corridors, while the right joypad and triggers move your sight and fire. And, of course, there are countless ugly monsters lurking in the darkness to hinder your escape.

Now, while the game moves quite quickly, the simple corridors lack variety, and although the monsters and mazes vary there's never any story development. Also, *Inmouse* is very difficult. Controlling the sight with your right thumb feels unnatural, resulting in the wasting of valuable seconds when confronted by an enemy. There's nothing else like this on the VB, though, and with four different endings the game remains a challenge for quite some time.

RETRORATING: 61%

ZELDA GAME & WATCH

Released in the same year as the Game Boy, this double-screen *Zelda* role-playing game is something of a departure from the usual G&W formula. A single platform runs across the screen, and your enemy stands on the right shooting arrows at you. Underneath are skeletons with swords, which chase you around the platform trying to stab your feet. So you've got to dodge the skeletons while using your shield to defend yourself from the arrows and simultaneously trying to get close enough to your target to attack him and deplete his energy to zero. Once he's defeated you're given a choice of rooms to ascend to, and you're rewarded with either bonus health, a tomahawk or a map. Each room offers a variety of enemies, including additional ghosts which shoot arrows from the opposite direction. Once the map's been located you can plot your way to the dragon's lair and fight him to the death. If you win you're awarded one of seven pieces of pyramid, and start the whole sequence again. It's great – one of the most rewarding G&Ws available.



RETRORATING: 83%

EXCITEBIKE

Race your motorbike across five tracks, dodging other bikes or trying to beat your best times. littered throughout the courses are various hazards, like ramps and patches of mud. To make the game more tricky, when you jump off the ramps you have to adjust the angle of the bike before you land.



At the start of each race you begin in line with three rivals. However, it soon becomes apparent that the game doesn't actually keep track of how the other riders are doing, instead simply plonking random competitors in front of you for the duration of the race. Sound during the game is adequate, but the tune at the beginning is so awful it'll make you laugh. While to better your lap times can be fun, *Excitebike* fails to impress because it isn't actually very exciting.

RETRORATING: 54%

• Jason Moore runs Britain's premier retro fanzine, *Retrogames*. If you'd like to know more, contact him at: *Retrogames*, 61 Baccara Grove, Bletchley, Milton Keynes MK2 3AS.

GO! GO!

PLANET 64 COMING SOON

It's been a quiet month for all-new games as the software types prepare themselves for the traditional rush up to Christmas. Still, we've managed to find lots of exciting new screenshots and more about Acclaim's plans to re-take the world. Peruse...

Foul eggs!

PUYO PUYO SUN 64

COMPILE	?M	1-2	OCTOBER (Japan)	TBA (UK)

Unexpectedly, Japanese developers Compile have revealed they've got an N64 version of their sublime *Puyo Puyo* series almost ready for release in Japan.

Puyo Puyo is the most enduring puzzle game this side of *Tetris*, and those who haven't played it on the SNES (most likely as *Kirby's Ghost Trap*) may remember it as *Dr Robotnik's Mean Bean Machine* on the Mega Drive. Its maddeningly simple arranging-jelly-beans-into-groups-of-the-same-colour formula tends to leave you joining jelly beans together in your head long after you've stopped playing, and the two-player game, where you attempt to trigger off huge chain reactions in order to shower your opponent with 'foul eggs', is up there with fencing and aerial combat as a test of gentlemanly mettle.

The N64 version looks to be a straight conversion of the Saturn's 'Sun' variant, with a 16-player tournament mode (though only two players playing at any one time), a two-player mode and a one-player story mode. Not terribly 64-bit, then. But! It'll have the tremendous advantage of Rumble Pak support, so your adversary's Controller will tremble tauntingly as you destroy him.

Will it reach Europe? Not through Compile, that's for sure, but it's the kind of game Nintendo might choose to publish here themselves. Write to them today.



△ *It doesn't look like the kind of 64-bit fun we're used to but who knows?*

Dino-more!

TUROK 2

ACCLAIM	?M	1	SUMMER '97 (US)	SUMMER '97 (UK)



Development sketches are all that's to be seen of Turok 2. It's nice to know it's on its way, though, isn't it? ▷

It comes as no great surprise to hear that the team behind *Turok*, Texas-based Iguana, are already hard at work on the sequel. The game is about four months into development and preliminary work on the level and monster designs has largely been finished. Which only leaves the programming...

Turok 2 is set in the Lost Land of the first game and your final objective is the king alien baddy (the Primagen) whose trapped deep below ground in his crashed spaceship. While he can't come out to play himself, his little helpers are more than willing to have a go. Hence the dino-robots, lizards and other slimy things you've got to deal with.

The game promises smoother, better-formed monsters to shoot at, the result of an improved polygon modelling technique developed by Iguana. The lighting effects are also being re-tuned allowing shadows to be cast by light sources. All this and Rumble Pak compatibility as well.

Bad news? Only expect *Turok 2* this time next year.

Forsaken in the makin'

FORSAKEN

ACCLAIM	?M	1-4	AUTUMN '98 (UK)	Summer '98 (US)

As if Probe haven't got enough high speed action on their hands with *Extreme G* (see our Future Look in issue 5 for more details), news comes this month that their new game *Forsaken* will also appear on the N64.

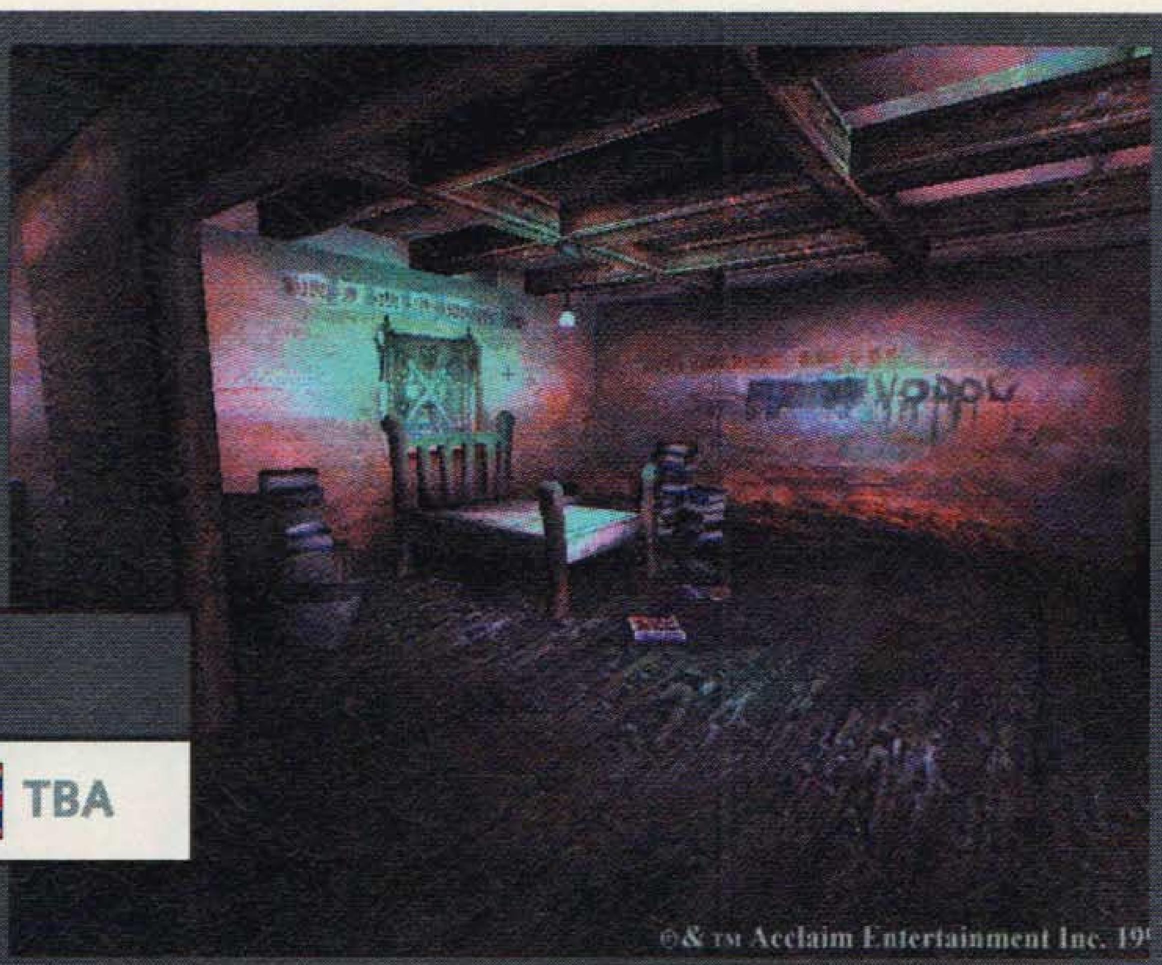
It's primarily a multi-player game where gamers zoom through dark claustrophobic tunnels shooting the mechanical bits off out of anything that gets in the way. A bit like *Descent* or *Tunnel B1*? Looks like it to us.

Acclaim and Probe are being a bit cagey about details but what they will say is that *Forsaken* will allow players "full 360° freedom of movement" in their quest to battle against "gruesome genemutants". There'll also be the opportunity to, "disembowl friends in multi-player mayhem". At least, that's what they said after their American press agent had got hold of them.

It's grim up north!

SHADOWMAN

ACCLAIM	?M	TBA	LATE '98	TBA





At the moment, artwork and scenarios are about all there is to see of the game. Unfortunately.

We'll keep you posted on Iguana's progress, though.

While Iguana US busy themselves in Texas with *Turok 2,* Iguana UK concentrate on *Shadowman* in the rather less glamourous surroundings of Stockton-on-Tees. Darren and Jason Falcus, the brothers who originally set up the company before Iguana and Acclaim took a stake, started programming on the Dragon 32 so they know a bit about games.

Their debut on the N64 will be *Shadowman* (although the game may also appear simultaneously on PC) and it promises to be a darkly realistic third-person shooter. "While we were at Core Design, Simon and I spoke about taking games into more adult territory. It's not so much gore as pyschological horror" explains Guy Miller, one half of the team leading the project. "It's like being a writer on the X-Files," agrees partner Simon Phipps.

The story behind *Shadowman* concerns English Literature graduate and part-time assassin Mike LeRoi. It seems like a double portion of bad luck pudding for Mike, because not only does he have to suffer that name, but he's also been turned into a *Shadowman* by one of those Voodoo Princesses we're always hearing so much about. As a result, Mike moves between reality and the, ahem, Deadside sorting things out for his mistress. With buckets of violence. Probably.

Like *Turok, Shadowman* is based on a comic book (the rights to which just happen to belong to Acclaim) and Iguana are keen to ensure that the game plays and feels more like an open-ended story than the linear run, shoot and collect of most *Doom* games. "*Mario 64* showed that you could create an environment with multiple routes, with a multiplicity of experiences within it," enthuses Miller. With a year-and-a-half left to finish the game, there's plenty of time to ensure that *Shadowman* lives up to all the ideals of its British creators.







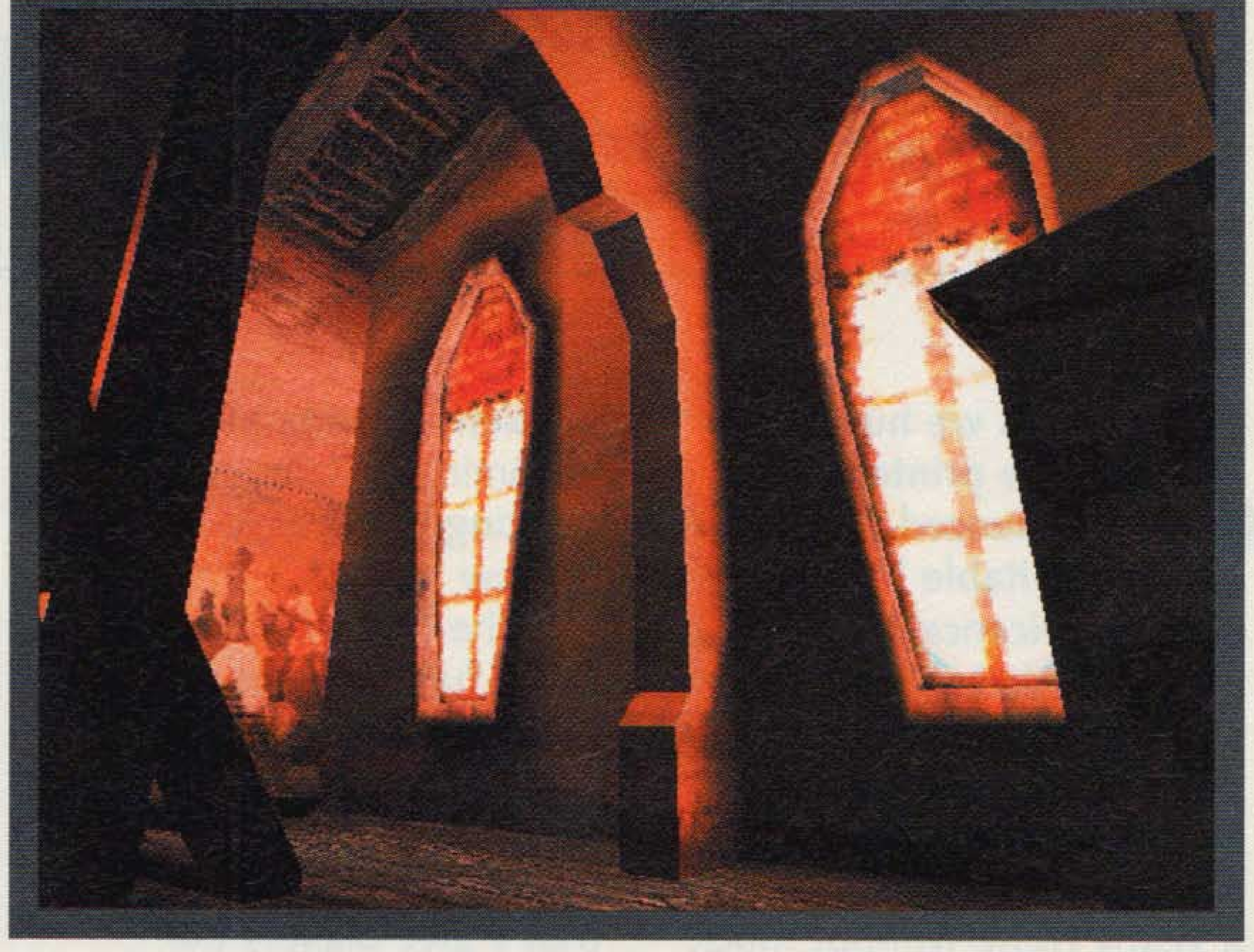






Hopefully the game won't be too 'dark and atmospheric' for the sensitive censors at Nintendo HQ.

Coffin-shaped windows! Another great Terry Conrad design.







Tykes on bikes! Be thankful, that could have been the headline.





The game's being developed for PC as well. And you'll only need about £2000 worth of kit to play! (Conservative estimate.)

GO! GO!











◁ The newly-developed 'Hearsecopter' gets a try out. Raise you hats now Ladies and Gents.

◁ In the old days 'Wild Choppers' meant deranged long handle-barred bikes from Raleigh.

△ Sadly, not even the heavy deployment of the colour green could save this small crevice. Pitiful fool.



Another chemical plant about to meet it's maker. No! Perhaps... Stop!!! It wants to be friends... ▽



Chop stick

WILD CHOPPERS

SETA	64M	1-2	WINTER '97 (Japan)	WINTER '98 (UK)

More details of *Wild Choppers* (as well as some great new screenshots) came our way this month. Apparently the game's control system will consist of the N64's first D-Pad/Analogue combination.

"At first the control of the helicopter will seem difficult," admitted Kozo Igarishi, the game's chief designer (and top bloke), in a recent interview, "but once mastered, players don't have to concentrate on the flying as they would in a simulation." For those who had difficulty getting to grips with *Turok's* controls at first (James, stand at the back of the class), a certain amount of sudden-crash-death would seem likely when *Wild Choppers* arrives. But we're sure Igarishi-san knows what he's talking about.

The plot is an off-the-peg, one-man-against-vast-terrorist-organisation affair, but that hardly matters in a shoot-'em-up – quality of action is the key here. We wrote-off *Wild Choppers* a little prematurely a few issues back, but now, with every passing month, it seems ever more another 'eagerly waiting' title.

Madden as hell



Res-ed up screen shots anyone? Those pesky developers! ▽

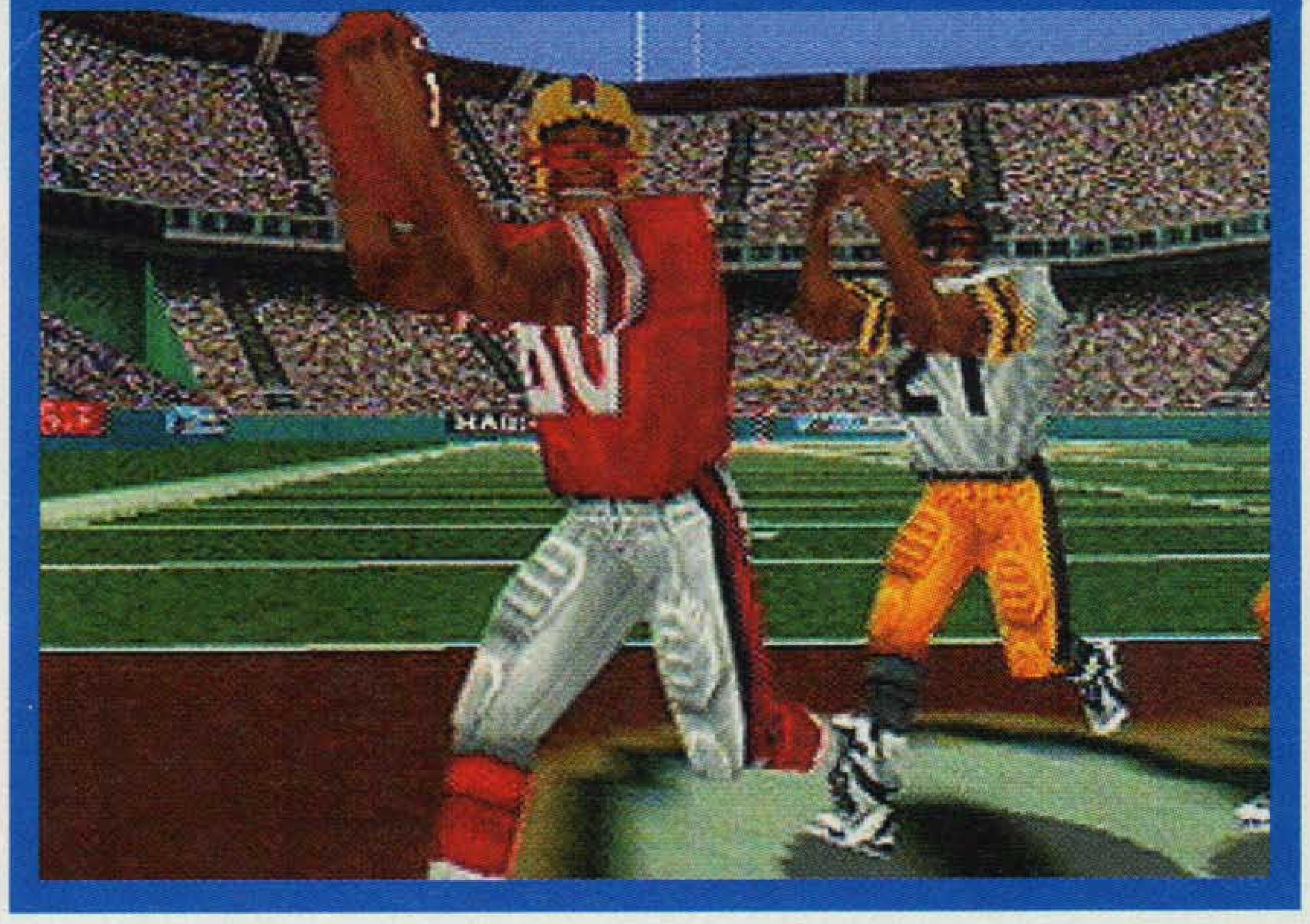
MADDEN 64

EA	?M	1-4	WINTER '97 (US)	SPRING '98 (UK)

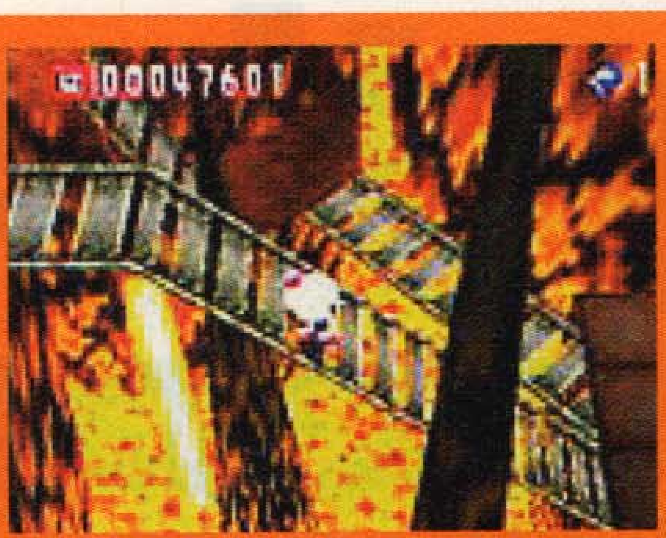
Just as we hurried off to the printers, EA announced their inevitable N64 *Madden* licence.

And what a treat it promises to be. Um, probably. It's got history on its side, at least, with the various 16-bit outings finding a yearly niche without much problem and Madden himself becoming as famous in sporting terms as, ooh, Eric Bristow at least.

The N64 version will boast fully polygonal players (early screenshots look similar to Iguana's *QuarterBack Club '98*) as well as a silken frame rate that'll give players the movement beauty of Konami's *ISS64*. It's the first of EA's series of sporting updates (the newly revised *FIFA* is expected soon) and it's a positive sign that developers and publishers alike are committing themselves to the machine. Lots more soon, no?








Sorry these shots are a bit blurred. That's it, just sorry.

Tim played Bomberman when he was out in E3. It made him smile.

Bombs away!

BOMBERMAN 64

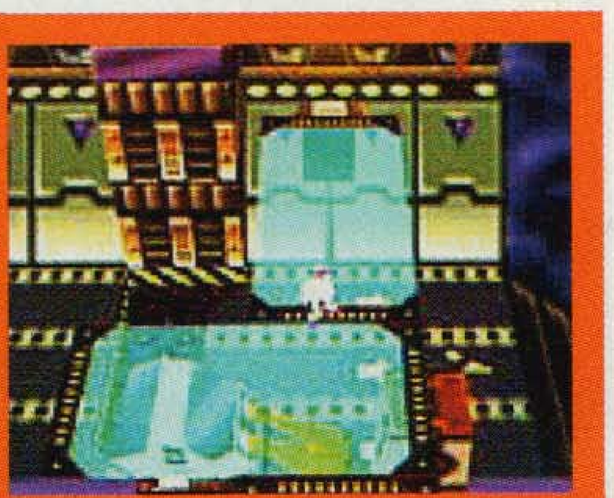
HUDSON	96M	1-4	26TH SEPTEMBER	TBA

Great news for those following the progress of the smashing *Bomberman 64*: Hudson have announced a release date – in Japan at least – of September 26th. That's not too far off their original projection of 'Summer 1997'. No news yet of a UK release, though.

We've managed to get our hands on some rather small and blurry but nevertheless revealing new pictures of the game, too. They show how the game's 3D levels are being divided into 'worlds', including: an industrial one; a town-based one; a medieval one (Green Garden); a seaside one (Blue Resort); a dark, urban one (Black City); and the inevitable lava (Red Mountain – not, presumably, anything to do with coffee) and slippy-slidy (White Ice) ones. Everything looks reassuringly 3D, if rather angular, with icy slides plunging downwards and skyscrapers looming upwards. There's also a picture of what looks like some sort of tutorial mode, with our player getting advice from another Bomberman character, and a character customisation screen. Nice.

It's also possible to have a lingering gander at a couple of the multi-player arenas, too. Each fills a single screen and works on a number of levels, a bit like Block Fort and Double Deck in *Mario Kart 64*. There are some eminently blow-away-able-looking crates lying around, too. And it also seems we'll be able to play in teams: one picture shows a red team comprising two human players and a blue team of two computer players. Intriguing.

Best of all, though, back in one-player mode, are the bosses, which are enormous. There's a dive-bombing blue dragon, a giant lava monster, a scary spider made out of ice and what appears to be some sort of massive, laser-equipped robot.


Beware the friendly Christmas trees – they explode if provoked!

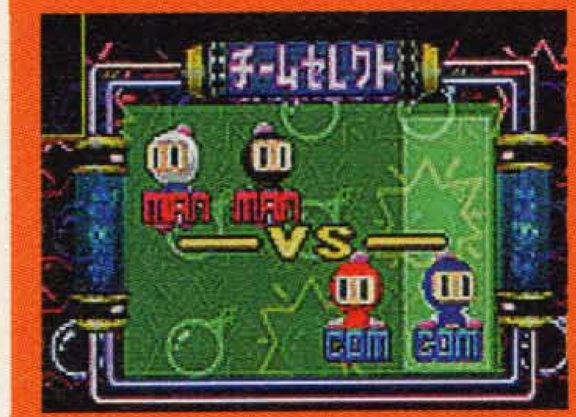
Tim had loads of fun playing an early version of *Bomberman 64* at the E3 show last month, and the game looks better and better the more we see of it. Watch out for a frighteningly complete review of the Japanese version in a couple of **N64** Magazines' time, and news of a UK release date as soon as we learn of one.



Could this be an enormous mechanical boss? Well COULD IT?



This character customisation screen suggests a subtler brand of Bomberman.





The multi-player levels fit into one screen. No splitting, you see.



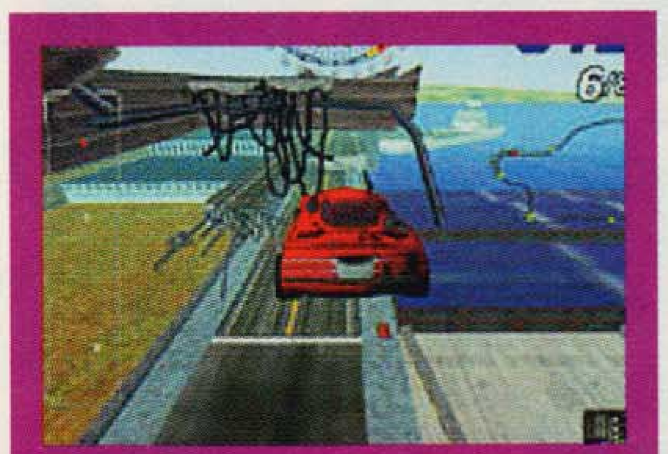





The old 'giant mechanical spider' cliché gets another airing. Hmm.

GO! GO!

Mid way there



△ This is either a jump or a very big glitch which the programmers should try to eliminate as soon as possible.





SAN FRANCISCO RUSH

MIDWAY	64M	1-2	US: NOVEMBER '97	UK: NOVEMBER '97

Mmm, we played an impressive version at E3, but with the game currently half way to completion, how does *San Francisco Rush* compare to the crop of other driving games currently or about to become available?

Well, primarily, the way in which *San Francisco Rush* differs from other driving titles (except, perhaps, *Multi-Racing Championship*) is in its choice of track layout. In an effort to better times and opponents, the driver must take shortcuts, some of which are perfectly obvious and some of which are hidden. For example, in conversation with Midway, we discovered that one track has you mounting the sides of a previously unseen sewerage tunnel and scuttling through the subsequent series of water ducts. Other features will include grassland detours and huge jumps over city gardens and parks.

Visually, the game will prove a little disappointing to those expecting the sheen of the arcade version, *but* there's no pop-up (usually the bane of driving sims) and the feel of the game more than makes up for any lack of graphical sparkle. If the speed of *San Francisco Rush* has you smiling then the handling should prove gawp-worthy.

As mentioned last month, it feels magical when your thumb's on the analogue stick. Far from being overly sensitive like *Top Gear Rally* and *Lamborghini 64, San Francisco Rush* has a smoother, more solid feel – maybe even a little stodgy – and a system where pushes in either direction gradually draw you across the track rather than shooting you left and right without warning. If anything, the game appears to be an N64 *Daytona*, with its thinnish cars and city-based setting.

N64 shots haven't exactly rained down on us but we've played the ruddy thing and that's the most important factor. It's certainly going to be a darn sight better than *Cruis'n USA*, anyway.

Ghini in the clamp

LAMBORGHINI

TITUS	64M	1-4	France: WINTER '97	UK: WINTER '97

New information on *Lamborghini 64* seems to have entered the pits and not reappeared this month, with Titus keeping schtum after their premier N64 game's debut at E3. However, digging deeper than a razor-nosed mole, we've found a host of new screenshots and a smidgen of extra info, all of which shows the promise of the Frenchies' first 64-bit title.

Basically, the past few weeks have been dedicated to the ironing out of the four-player mode (which is *still* yet to be seen outside the highly secretive Titus offices) and the honing of the four tracks on offer. The E3 show track came under some criticism for its lack of variety – though, **N64** deemed it perfectly acceptable – so Lamborghini's developers are currently busy adding extra routes.

The pit stops have also come under re-construction, with the pit crew fully animated and working their greasy, demin-overalled behinds off in an effort to get your silken beast to run an even finer race. Additionally, rumours persist that the love-or-bleedin'-loathe control system may be reworked, with the sensitivity lowered to cater for those who openly despised it in Atlanta. A year and a half has already been spent on the feel of the vehicles, so a couple of extra weeks tweakage probably won't be too much of a burden to bear.

Whatever the outcome, we'll have a proper Future Look for you in a couple of month's time. Of this you can be certainly certain.







On BBC TV's Top Gear they call Lamborghinis 'Lambos'. It is your solemn duty to kill ANYONE who does this in real life. ▷

An ear to the ground

It's been a bit of a slow month for games news, with most people having exhausted their new releases at last month's E3 show. And Nintendo's policy of quality over quantity, it would seem, is being been taken to extreme lengths.

Still, there've been some interesting announcements. Firstly, Midway proudly revealed they'll be publishing Crystal Dynamics' first N64 title at the beginning of next year. *Pandemonium 2*? Nope. *Gex*. The original was a sub-standard Saturn platformer with all the playability of a brick, but this is its sequel and, despite a gruesome tag-line of 'Into The Gecko', is promised to deliver 3D thrills aplenty.

Acclaim continue their declaration lunacy with another two games added to their ever-growing bundle these past thirty days. *WWF '98* is going to be "the definitive wrestling sim" according to their American office (one to look forward to, then) and plans to give T•HQ's *WCW Versus NWO* a rare old run for its money. An up-and-running version isn't expected for a while, though.

Their second title is PC conversion *Magic: The Gathering*. The announcement is surprising considering Acclaim are trying to improve their image with the likes of *Turok* and *Extreme G*. Still, they promise a reworked version with the faults of the original ironed out nicely.

Konami are to release a World Cup version of *J-League Perfect Striker*. The game is still being converted, but is expected to feature qualifying as well as an actual World Cup-style competition. As for a similar *ISS64* update, well, we wouldn't hold our breath.

The fourth instalment of the biggest beat-'em up of all time opened its doors to the arcade-playing public last week. And *Mortal Kombat 4*, the series' first venture into 3D, is coming to the N64 next year. The coin-op version should appear in UK arcades next month.

After their very public split with Sega, Bandai have revealed their latest creation, *Super Robot Spirits*. A lonely two screen-shots appeared in Japanese weekly Tsushin, but they were enough to convince of the game's potential.

And finally, Eidos have admitted to N64 that they have six games in development for the Nintendo 64. No prizes for guessing what one of them is...

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

	Game name	Publisher	Type	Country
August				
1	Mahjong Diary Classic	Imagineer	TAB	JPN
1	Doom 64	GT	SHT	JPN
7	Ganbare Goemon 5	Konami	RPG	JPN
8	Power League 64	Hudson	SPT	JPN
11	Tetrisphere	H20	PUZ	US
23	GoldenEye 007	Nintendo	ACT	JPN
24	Multi Racing Championship	Imagineer	RAC	US
25	GoldenEye 007	Nintendo	ACT	US
late	Blast Corps	Nintendo	ACT	UK
	ISS64	Konami	SPT	US
	W Gretzky's 3D Hockey	GT/Midway	SPT	UK
	NBA Hangtime	GT/Midway	SPT	UK
September				
15	Ken Griffey Jr Baseball	Nintendo	SPT	US
16	Clay Fighter 63 1/3	Interplay	FGT	US
23	Lamborghini 64	Titus	RAC	US
26	Bomberman 64	Hudson	ACT	JPN
	J League Dynamite Soccer	Imagineer	SPT	JPN
	Aero Gauge	ASCII	RAC	JPN
	ED	Ubi Soft	–	US
	Robotron X	Williams	SHT	US
October				
12	Hyper Olympics in Nagano	Konami	SPT	JPN
24	J-League 11 Beat 1997	Hudson	SPT	JPN
	Multi-Racing Championship	Ocean	RAC	UK
	Starfox 64	Nintendo	SHT	UK
November				
	64 Ozumo	Bottom Up	SPT	JPN
	Chameleon Twist	JSS	ACT	JPN
	Final Doom 2	GT	SHT	US
	GoldenEye 007	Nintendo	ACT	UK
	Joust X	Midway	SHT	US
	NFL Quarterback Club '98	Acclaim	SPT	US
December				
	Biofreaks	Midway	–	US
	Hyper Olympics	Konami	SPT	JPN
1997				
sum.	3D Fighting*	Imagineer	FGT	JPN
sum.	F1 Pole Position	Ubi Soft	RAC	US
sum.	Flying Dragon Fist Twin	Culture B.	–	FGT
sum.	Holy Magic Century Eltale	Imagineer	RPG	JPN
sum.	Mission: Impossible	Ocean	ACT	US/UK/JPN
sum.	Reason	Imagineer	–	JPN
aut.	Banjo-Kazooie	Nintendo	ACT	US
aut.	Extreme G	Acclaim	–	US
aut.	Mischief Makers	Nintendo	ACT	US
aut.	RoboTech: Crystal Dreams	Gametek	SHT	US
aut.	Sim City 2000	Imagineer	SLG	JPN
aut.	VR Pro Wrestling	Asmik	FGT	JPN
aut.	Duke Nukem 3D	GT	SHT	US
aut.	Top Gear Rally	Kemco	RAC	JPN/US
	Attack!	Midway	–	US
	Blade & Barrel	Kemco	SHT	JPN
	Body Harvest	Nintendo	SHT	US
	Dead Ahead	Optical	–	JPN
	Dual Heroes	Hudson	FGT	JPN
	F Thomas 'Big Hurt' Baseball	Acclaim	SPT	US
	Final Round 64	Konami	SPT	JPN
	Flight Simulator*	Video Sys.	SHT	JPN
	Golf	Nintendo	SPT	JPN
	Human Wrestling	Human	SPT	JPN
	Ikazuchi no Goto Ku	Seta	TAB	JPN
	Jeopardy	Gametek	PUZ	US
	Lamborghini 64	Titus	RAC	US/UK
	Legend of Zelda 64	Nintendo	RPG	JPN
	Loderunner 64	Bandai	ACT	JPN
	Mace: The Dark Age	AtariF	GT	US
	MK Mythologies: Sub Zero	Midway	FGT	US
	Namco Baseball	Namco	SPT	JPN
	Pachinko World 64	Shoei	ETC	JPN
	Pebble Beach Golf Links	T&E	SPT	JPN
	Professional Mah Jong	Athena	TAB	JPN
	Rebel Moon Rising	Midway	–	US/UK
	Saikyo Habu Shogi	Seta	TAB	JPN
	San Francisco Rush	Midway	RAC	US
	Space Circus	Ocean	ACT	US/UK
	Super Real Island	Seta	–	JPN
	Super Robot Spirits	Banpresto	–	JPN
	Tokon Road	Hudson	SPT	JPN
	Ultimate Racer	Acclaim	RAC	US
	Ultra Combat	GT	–	US
	Wet Corpse	Vic Tokai	–	JPN
	Wheel of Fortune	Gametek	PUZ	US
	Wild Choppers	Seta	SHT	JPN
	World Championship Wrestling	THQ	SPT	US
	XSW-1	Video Sys	–	JPN
	Yoshi's Island 64	Nintendo	ACT	JPN/US
	3-D Shooting*	Video Sys	–	JPN
1998				
early	Centipede X	Midway	SHT	US
spr.	Jungle Emperor Leo	Nintendo	–	JPN
wint.	Conker's Quest	Rare	ACT	US/UK/JPN
wint.	NHL Breakaway '98	Acclaim	SPT	US
wint.	Unreal	GT	ACT	US
	Earthworm Jim 3	Interplay	ACT	US
	Jurassic Park 2	Dreamworks	–	US
	Legend of Zelda 64	Nintendo	RPG	US/UK
	Mario Paint 64	Nintendo	ETC	JAP
	Mother 3	Nintendo	RPG	JPN
	Pocket Monster 64	Nintendo	ETC	JAP
	Quake 64	GT S	HT	US/UK
	Quest 64	THQ	RPG	US
	Quest for Camelot	Titus	–	US
	Sim City 64	Nintendo	SLG	JAP
	Sim Copter	Maxis	SIM	US
	Superman 64	TitusACT	US	
	Ultra Donkey Kong	Nintendo	ACT	JAP
No release date yet				
	G.A.S.P.!~Fighters' NEXTream	Konami	FGT	JPN/US/UK
	Buggy Boogie	Nintendo	RAC	JPN
	Cavalry Battle 3000	JSS	RAC	JPN
	Creator	Nintendo	TAB	JPN/US/UK
	Cu-On-Pa	T&E Soft	PUZ	JPN
	Daikatana	Ion Storm	SHT	US
	Dracula 3D (Castlevania 64)	Konami	ACT	JPN/US/UK
	F-Zero 64	Nintendo	RAC	JPN/US/UK
	Freak Boy	Virgin	ACT	US
	Jack and the Beanstalk	Nintendo	–	JPN/US/UK
	Kindaichi's Accident File	Hudson	–	JPN
	Kirby's Air Ride	Nintendo	RAC	JPN/US/UK
	NBA In the Zone '98	Konami	SPT	US
	New Japan Pro Wrestling	Hudson	SPT	JPN
	Silicon Valley	BMG	ACT	US/UK
	Super Mario RPG 2	Nintendo	RPG	JPN/US/UK
	Super Mario 64 2	Nintendo	ACT	JPN/US/UK
	Tonic Trouble	Ubi Soft	–	US
	Turrican 64	Factor 5	SHT	US
	Ultra Descent	Interplay	SHT	US/UK
	VR Baseball	Interplay	SPT	US
	VR Golf	Interplay	SPT	US

* working title

KEY					
				SHT	SHOOT-'EM-UP
ACT	ACTION	RPG	ROLE-PLAYING GAME	SIM	SIMULATION
FGT	FIGHTING GAME	SPT	SPORT	RAC	RACING
SLG	STRATEGY	TAB	BOARD GAME	ETC	MISCELLANEOUS

TOP 5 IN THE UK

Source: ChartTrack

1. MARIO KART 64
2. ISS64
3. WAVE RACE
4. SUPER MARIO 64
5. TUROK: DINOSAUR HUNTER

TOP 5 IN JAPAN

1. MULTI RACING CHAMPIONSHIP
2. STARFOX 64
3. MARIO KART 64
4. POWER PRO BASEBALL 4
5. BLAST CORPS

TOP 5 IN THE USA

1. STARFOX 64
2. MARIO KART 64
3. SUPER MARIO 64
4. TUROK: DINOSAUR HUNTER
5. HEXEN

TOP 5 IMPORTS

1. STARFOX 64
2. GO GO!! TROUBLEMAKERS
3. MULTI RACING CHAMPIONSHIP
4. DOOM 64
5. BLAST CORPS

Eager Waiting

Which new Nintendo 64 games are we most looking forward to?

1 **The Legend of Zelda 64** Nintendo Release TBA →



2 **GoldenEye 007** Nintendo November (August in Japan/US) →



3 **F-Zero 64** Nintendo Release TBA →



4 **Castlevania 64** Konami Release TBA ↑



5 **Super Mario RPG 2** Nintendo Release TBA ↓


Super Mario RPG (SNES) shown

6 **Ganbare Goemon 5** Konami Release TBA ↑



7 **Banjo-Kazooie** Nintendo Winter ↓



8 **Mother 3** Nintendo Release TBA ↓



9 **Holy Magic Century** Imagineer Autumn ↑



10 **Yoshi's Island 64** Nintendo Late summer ↓



Bubbling Under: *Baku Bomberman* (Hudson), *Hybrid Heaven* (Konami) *F1 Pole Position.* (UbiSoft)

ゲーム日本

GAME JAPAN

Monthly report from inside the home of Nintendo 64. By Game Japan/Recca-sha Corp. (www.rcp.co.jp/recca/)

Nam, Fam, glam!

Baseball fever hits Japan as Namco announce N64 title.

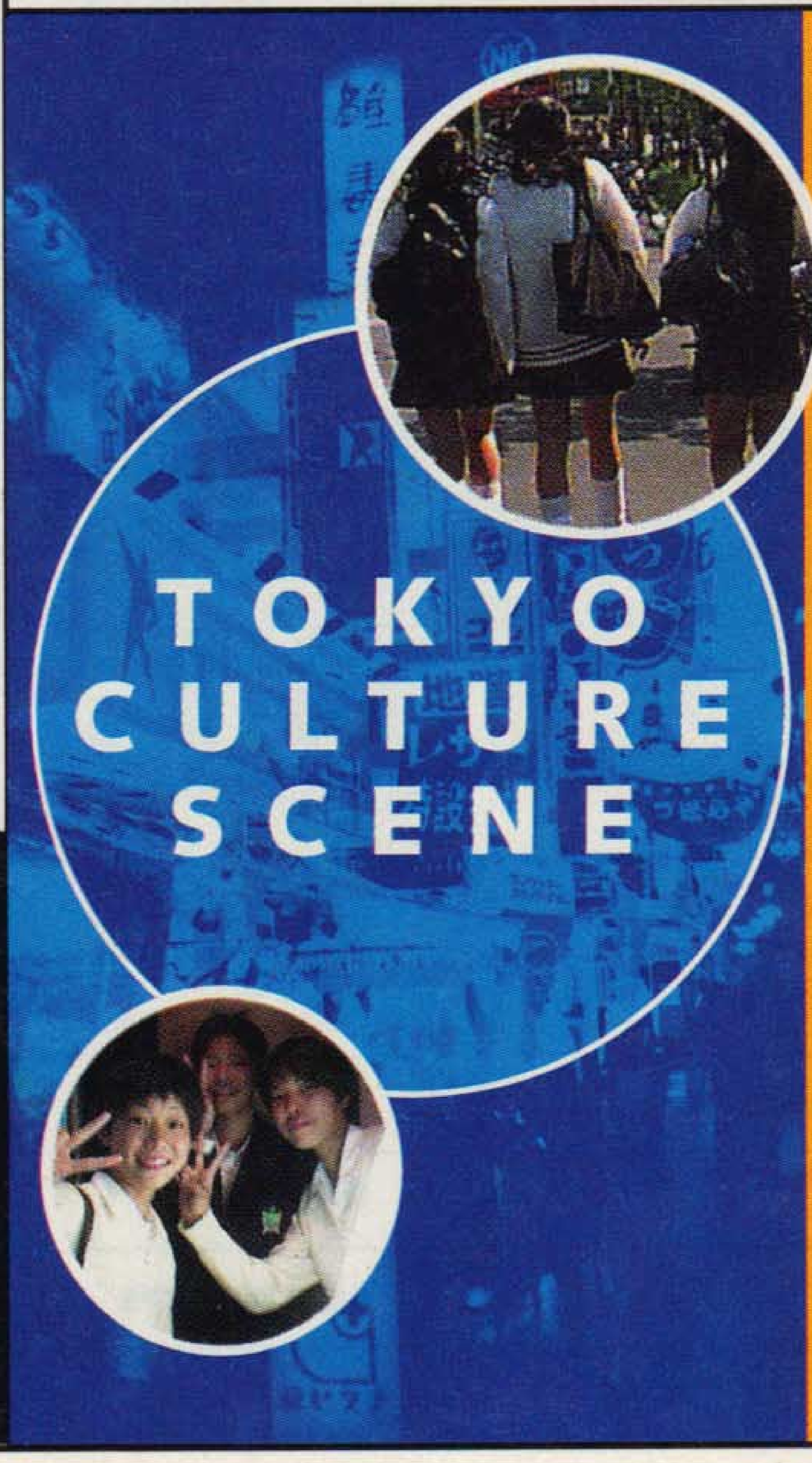
The newest addition to the *Famista* range, the most popular baseball game series in Japan, has just been announced – and the most exciting news is that Namco are developing it. *Famista 64* will be a reworking of *Professional Baseball Family Stadium* on the NES and *Super Famista* on the SNES, both of which shifted thousands of copies, leaving this, the latest entry, as one of the most hotly anticipated additions to the N64's gradually growing library yet. Here in Japan, at least.



A solid feel and kooky, eccentric characters typified the *Famista* games of old, and these will be carried over into next year's N64 version. However, the silken movement of the analogue stick and polygonal visuals should see a welcome change in direction, and with the now-traditional motion captured players making the game look impressively realistic, there's only one way to go – play *Famista* now!



As if all that wasn't enough, *Famista 64* also allows you to create your own original teams, scouting around Japan for the best available players and chatting to potential acquisitions in an RPG-style set-up. And, once you've gained the signature of a new player, you can save all your data onto a Controller Pak. You can then play with your chosen team in any of the default competitions.

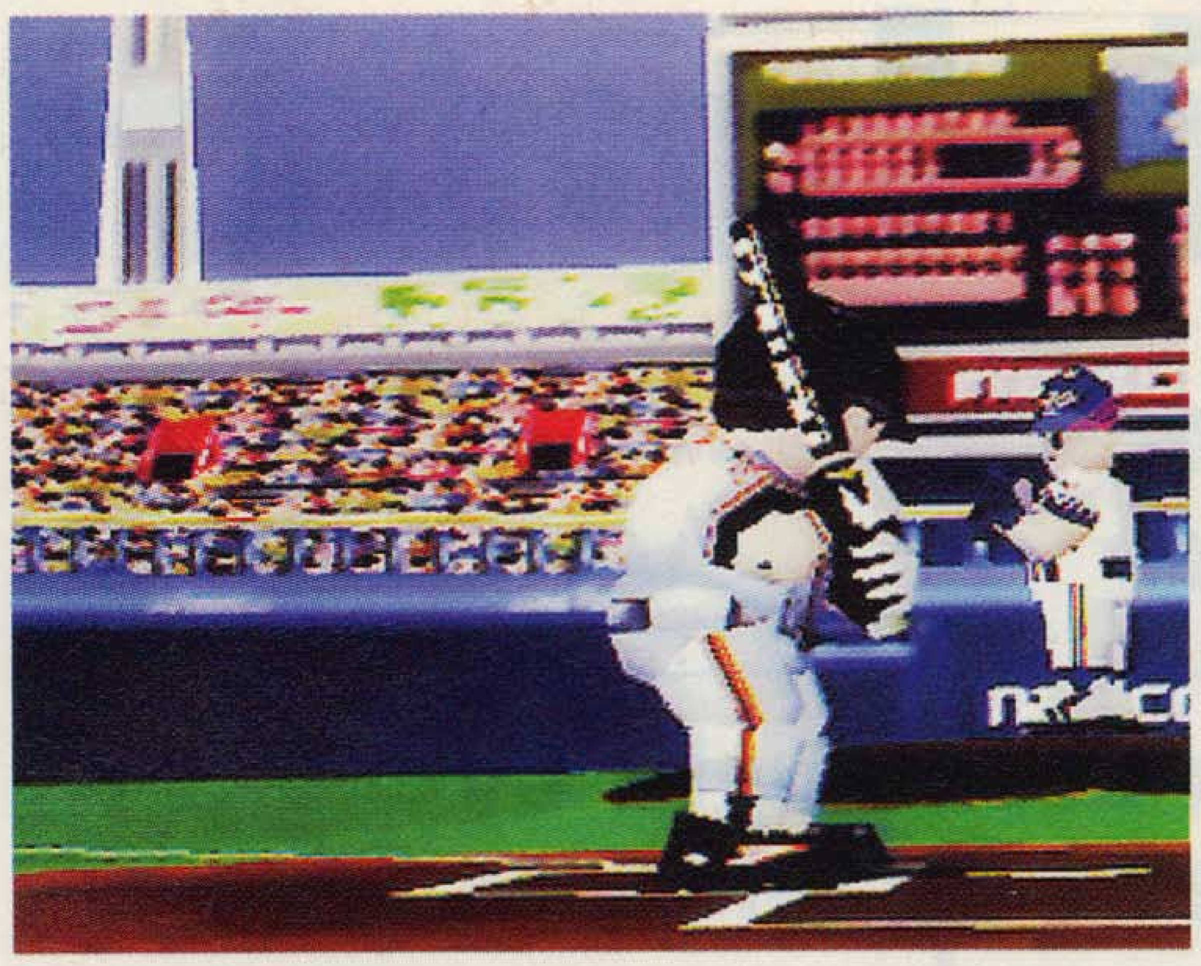


Print Club spawns

Since the emergence of Print Club machines, cameras haven't been far from Japanese youngsters' minds. And, actually, it's been exactly a year since the camera came back into fashion amongst hip and trendy Japanese teenagers. The boom began when it suddenly became the in thing to take shots of anyone within reach – regardless of whether they'd agreed or not – and it would seem things aren't about to stop there.

Walk around the Shinjuku and Shibuya areas of Tokyo (akin to, say, Soho in London), where many of the young people come together, and there are cameras on sale for as little as ¥1,000 (£5), although a decent one will set you back something more akin to ¥200,000 (£1,000). And then, search around and it's not too hard to find Tokyo's finest strutting around in their denims with a camera hanging from their necks.

High School students, especially girls, prefer the disposable variety, mind. A disposable camera is useful for that spontaneous moment, such as if you meet up with an old friend or your trousers fall down in public. The camera, in general, is a useful tool for recreation and communication and an item which can help help



If anything, the players look positively statuesque in comparison with previous N64 baseballers.

Namco were quick to trumpet their latest conquest, even in its current 50% state. "It's just reached a point where you can play it. Now, we're working on detail. We hope to introduce some sensuous fun as well as some changes in appearance and the addition of a couple of new modes." More very, very soon.



Okay, so it's another baseball game. But Famista 64 means Namco are committing to the N64 at last.

New games from old

Rumble-Pak-compatible Mario and Wave Race appear in Japan.

Super Mario 64 and Wave Race 64 have re-emerged in new, Rumble-Pak-recognising Shindou versions, and have been on sale in Japan since July 18th. You may well already have experienced the excitable *brrrrr* of the Pak's vibrations – with *Starfox 64* being the first and finest example of Rumbling – and now you can do the same with two old favourites as well. Both games have also been dropped in price, from ¥9,800 to ¥6,800 (£50 to £35), to give *Mario* owners an incentive to buy again.



See those little pad icons? They wobble to show you you're playing the 'shindou' version of the game.

Shindou Mario 64, as it's known ('Shindou' meaning 'improved') uses the Rumble Pak a great deal, although some would suggest it's a little pointless. Still, there's no denying the advantages in *Wave Race 64*. Not only is there now a Ghost Mode, but the feeling of bouncing across the waves is even finer with the Rumble Pak slotted in. If you buy both *Shindou Mario* and the new *Wave Race* at the same time, you'll even be presented with an original Japanese paper fan, with a printed portrait of Ryouko Hirosue-chan, the female idol who's the key figure in Nintendo of Japan's sales campaign.

Nintendo plan to introduce a number of other existing titles into the Rumble Pak market.

Japanese camera fixation

to relieve the routine of school or work life.

Cameras are currently particularly popular at Karaoke bars and in local tearooms – that quick snap can turn a passing moment into a long, lingering memory – and the black-and-white variety can make for an artistic twist on the norm.

And if you can't find that pricey soft focus lens, try smearing lip balm all over the front to give proceedings a tasty rose-tinted touch. High School students are particularly in love with this variety of photography.

And among the millions of awful pictures being taken, some talent has been noticed, with many a professional photographer in the making. Exciting times are upon us.



These days, no fashion-conscious teenager would be seen dead without a camera around his or her neck.



Shops are bursting with disposable cameras, with which to take disposable pictures.

NINTENDO

SHORT SHORT

Our Japanese reporters are continuously alert for titbits and oddities that might interest bemused Westerners.

Game Boy Kiss

Hudson have developed a new link-up system for the Game Boy called the GBKiss, although currently the only game compatible with it is *Super Beedaman Fighting Phoenix*. Basically, it's a kind of communication system using infra-red rays, where Game Boys exchange data by facing each other and 'kissing'. It's also possible to exchange simple e-mails as well as tone-dialling on telephones. GBKiss will also be directly compatible with pagers. Executive director and top development person at Hudson Mr Shinichi Nakamoto has hopes that GBKiss will take off amongst Japanese youngsters, as it allows them to communicate through a familiar medium.

Power League 64

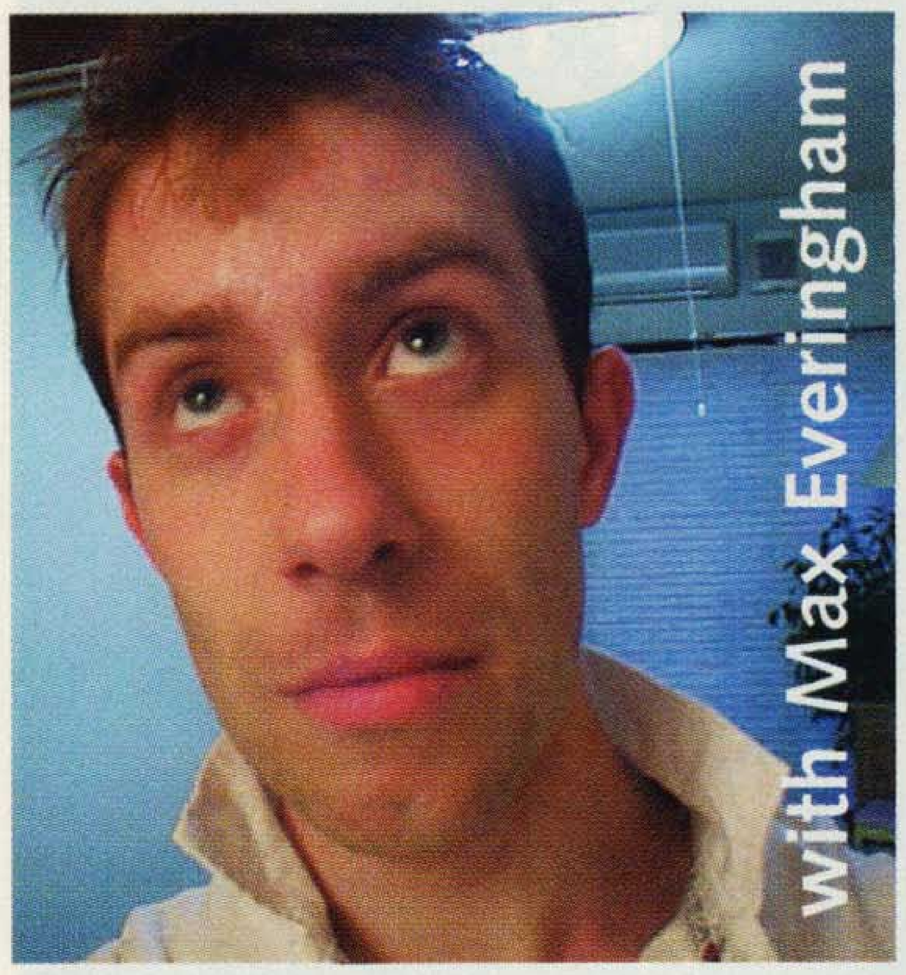
Hudson will sell a couple of titles for the Nintendo 64 simultaneously in the summer. First, *Power League Baseball 64* (on sale on the 8th of August at ¥6,980 – about £35) will appear to give the Japanese their staple diet of bat-and-ball stuff. And then *J-league Eleven Beat 1997* (on sale on the 29th August at 7,800 yen – £40), with its Super Deformed players and cartoon looks, will see the light of day, hoping to offer something different to *J-League Perfect Striker*. Come autumn, there'll also be *Baku Bomberman* (on sale on the 26th of September). Hudson recently confirmed that they've also got five other title in the pipeline.

Multi-Media Station

A new chain of games outlets, Multi-Media Station, or MMS, has just opened in branches of the Japanese department store Lawsons. As an opening offer, the first person to buy a SNES in each store will receive 100 games for their system.

Mario Darts

Ishikawa Toy Company has just issued a Super Mario darts game. In Japan, unlike in the UK, darts is *not* played by fat men with beer bellies and instead has a far younger following, making this "the perfect party package".



An Englishman in Tokyo

Nintendo cure the N64's games-drought by releasing the... same... games... again. Our man in Tokyo isn't impressed.

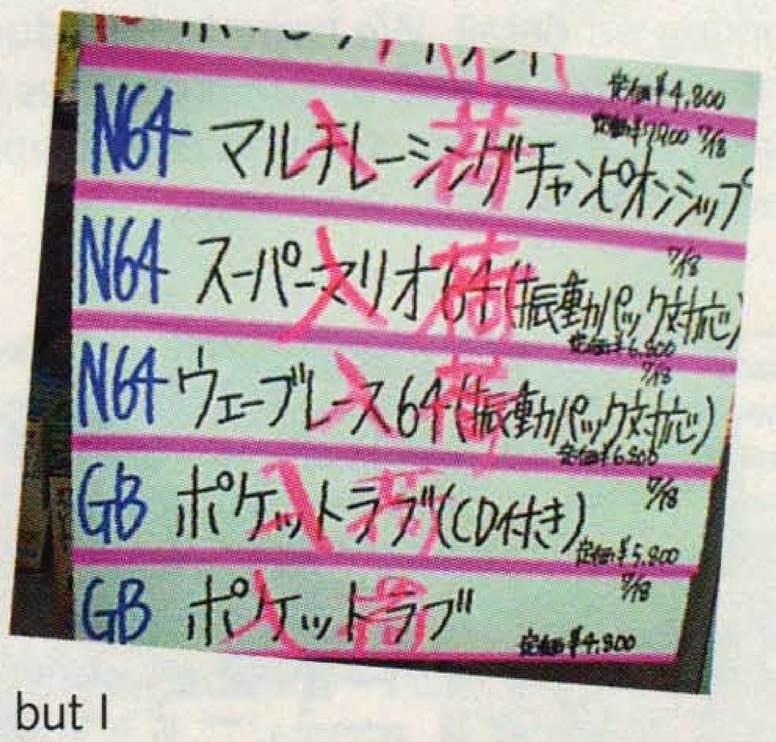
It's months like this that make you wonder if Nintendo and their developers are playing on the same team. Over here in Japan, Imagineer released the truly excellent *Multi Racing Championship* on July 18, bringing *Sega-Rally*-style driving with knobs on to the impatient hordes of N64 owners. Even better, the average street price for the game was 5,900 yen (about £29), which should help ensure a rapid pick-up rate.

And yet, at precisely the same time, Nintendo pulled the breathtakingly audacious stunt of re-releasing *Wave Race 64* and *Super Mario 64* at the (admittedly lower than before) price of 6,800 yen (£34) each. The supposed reason for getting excited about this is Rumble Pak compatibility – i.e., muggins here is expected to shell out more hard-won yen for the added thrill of a mild vibrating sensation coursing through his body every time he, er, beaches his craft.

What really irks me about this wondrous PR initiative is the fuel it will add to the already raging fires stoked by Nintendo's critics. Scan the pages of any Japanese games magazine nowadays (particularly the readers' pages) and you'll encounter a wealth of arguments along the lines of "There are no games for the N64" or "Nintendo's losing out to Sony", that kind of thing. Sadly, the weighty arguments these detractors use to back up their assertions don't focus on gameplay, or exploitation of the medium, but instead show a worrying tendency to value quantity over quality. More often than not, the issue boils down to the mere number of games available for each system.

Of course, not everyone accepts these arguments (Jonathan and his team do a sterling job of redressing the balance, I think), but I can't help thinking Nintendo have shot themselves in their already swollen foot here. I mean, how many gamers, however much they liked *Mario* and *Wave Race* the first time around, are really going to get excited over such cosmetic changes? I could be wrong, but visiting the Akihabara games stores this week, the new Game Boy version of Tamagotchi seemed to be jumping off the shelves with only a cursory wave good-bye to the unsold piles of Rumble-friendly N64 revamps.

A list of the latest N64 releases outside my local game shop. Two of them are the Shindou games. Bah! ▽



LEARN JAPANESE PART 3

The language section this month is going to introduce a couple of essential items of vocabulary for expressing your displeasure with:

a) my opinions,
or
b) Nintendo's 'new' games.

ゴミ ('gomi') = rubbish

ばか ('baga') = stupid (not polite)

頭が悪い ('atama ga warui') = to be a bit soft in the head/two bricks short of a load

And then when they tell you the asking price:

高い！('takai!') = it's (too) expensive!

More controllers than games

Whichever game is next on your hit-list, your choice of controller is steadily growing. The Hudson effort, as reported in the July issue, still hasn't been released here, but they'd better get their skates on because two other companies already have their alternatives to the official controller on the shelves and raring to go. Both ASCII and Hori now offer N64 pads featuring dedicated 'turbo' buttons, allowing bursts of continuous fire (*Starfox* fans take note), and both retail for about 2,500 yen (£13).





△ *Hmm, looks very similar to the British Sharkpad Pro doesn't it, eh, readers?*

Monorails and holocubes?

I've been reading recent commentaries on the Japanese reluctance to buy N64s with great interest, and I wonder if there might not be an alternative to the explanations proposed. A recent trip back to the UK saw me discussing life in Japan with several friends, and there seems to be some curious misconceptions concerning the levels of gee-whiz gadgetry we have over here.

True, Japan is one of the world's foremost producers of advanced technology, as witnessed in many a movie and magazine dealing with such things. That doesn't mean, however, that anyone actually uses it. Of course, I do commute to work on a computer-controlled monorail, toil away in a state-of-the-art intelligent building and play virtual reality wargames in the staff holocube of a lunchtime...

OK, not really. The truth is, you're a zillion times more likely to see someone using a laptop on the London tube than on the Tokyo subway. And despite the launch of DVD being a distant memory here already, everyone I know still deploys their most colourful language trying to get the video to record things.

People are the same the world over, eh? Maybe Japanese gamers are just being conservative, waiting to see how Sega's Black Belt and Sony's PSX2 fare before committing to 64 bits...

Next month: How to wallpaper your room for free.

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F64(9)



Don't forget to check out FuSoYa's Infinite Sphere of Anticipation for just how excited the old fellow is about an N64 RPG. Remember, he is wise and should be heeded.

Hat £29 from from Burtons. Ceremonial robes model's own.

AN RPG NEWS SPECIAL!

So where are all the N64's RPGs? An impatient Wil Overton gets on the blower to Nintendo and... (Pardon? Oh no. Really?) Sorry about this. (But... Sigh.) Erm. 'FuSoYa', then, peers into his crystal ball and summons the spirits of Japan's RPG-makers.

COME FORTH RPGs!



Zelda 64, or whatever it becomes known as, is the RPG FuSoYa and, indeed, the world is anticipating most eagerly.

FuSoYa invites you to page 30.



Mother 3 will appear next year alongside the 64DD. Shigesato Itoi is a name to be respected and feared.

FuSoYa commends page 34 to you.



Ganbare Goemon 5 is one of the two N64 RPGs FuSoYa has played. It is now almost complete.

FuSoYa directs you towards page 35.



Holy Magic Century is the other N64 RPG FuSoYa has played. FuSoYa is surprised and pleased by it.

FuSoYa urges you to look at page 32.



Other N64 RPGs, like Super *Mario RPG 2*, *Pocket Monsters RPG* and *Hybrid Heaven* remain shrouded in the Mists of Uncertainty.

FuSoYa guides you to page 36.

GO! GO!

LEGEND OF Z

If Hyruled the

There'll be two completely different *Zelda* games for the N64 – one on cartridge and one on a 64DD disc. Nintendo are keeping the precise details close to their chests, though.

With each new game that emerges from Nintendo's industrious development teams, the N64's powers seem to be increased two-fold. *Super Mario 64* still hasn't been equalled by anything on any other machine, *Starfox 64* then walked all over it in terms of technical finesse, and the fifth game in the *Zelda* series, from what's been seen of it so far, looks as if it could be at least twice as impressive again, packing a 128 Megabit cart full of astonishing monsters, locations, puzzles and graphical trickery.

Strictly speaking, though, *Zelda* ought to be four times as impressive, what with there being two versions of it. After deliberating for months over whether to make *Zelda 64* a cart game or one of the first 64DD titles, Nintendo decided to do both. The 64DD won't be coming out until the beginning of next year at the earliest, after all, and Nintendo need to maintain a steady stream of game releases as well as plug that RPG-less hole in the N64's catalogue. But, at the same time, the 64DD will absolutely ideal for lugging huge RPGs around on, and its launch needs to be accompanied by an irresistible selection of disc-only games if the public are to be persuaded to buy it. So – two versions it is then.

Nintendo haven't yet revealed much about how the two versions will differ, other than that the cart *Zelda* will focus more on action while the 64DD version will use the extra storage space to create a bigger, more explory game. Which seems to make sense.

Come to think of it, Nintendo haven't revealed much about the *Zelda* games at all yet. They've been pretty liberal with pictures so far, and displayed some stunning video footage at E3, but when it comes to specific details like how the storyline will work, or how puzzles will slot in, they're a closed book.

For a start, there's no sign of Zelda herself in any of the pictures that've been released so far. We're assuming she's been kidnapped again, but it could be that Link, our green-clad hero, is going it alone this time. In fact, it's not even certain that the game will include *Zelda* in its title at all: Nintendo haven't announced a name for either version of the game yet. Sheesh!

Combat-wise, though, the N64's *Zelda* games look like they'll be a logical progression from the SNES's. You've got a similar selection of weapons available – a dagger, a sword, a bow-and-arrow, some bombs – and battles will take place in 3D, sort of like *Turok* from a beat-'em-up-style third-person perspective. But there'll be plenty of nifty new ideas too. Unsheathe an arrow, for example, and the camera zooms in to look over Link's shoulder, so you can aim properly.

Graphically, meanwhile, the game looks absolutely stunning so far, with Nintendo promising to exploit features of the N64 that haven't been used yet. For example, it looks like *Zelda* will be one of the first N64 games to include real-time lighting effects – traditionally one of the toughest graphical stunts to pull off, even on the most powerful PC. Torches cast flickering shadows on the walls of dank dungeons, characters cast shadows on the ground, and baddies cast glowing fireball spells, which may well cast shadows themselves. And the camera





△ The camera angles look unusually low.



Expect the streets to fill with talkative people. ▷

◁ Here's evidence of the smashing lighting effects Nintendo are working on.

Here, Link could almost be mistaken for legendary do-gooder Robin Hood. ▷







◁ Could it be that the camera will pan and zoom cinematically?

system may well be even more sophisticated than *Super Mario 64's*. In a recent interview with a Japanese magazine, Shigeru Miyamoto, who's directing the Zelda games, said: "In *Zelda 64*, you can expect the 3D to evolve from *Mario 64*. In *Mario 64*, we were very conscious of the camera, but *Zelda 64* will have another 3D gimmick. You'll see from it how 3D games will work in the future." Whatever could he mean?

And, while we're at it, how will Link be controlled?

What other characters will there be in the game?

Will there be speech, like in *Starfox 64*, or just text?

Will there be any connection between the cart game and the disc-based one?

Who can tell?

But if you're wondering what that fairy's doing floating above Link's head in every picture, that much we do know. It's white normally, but when danger threatens it glows a warning shade of red.

WHEN WILL WE SEE IT?

According to Nintendo of Japan the cartridge Zelda could be released in Japan as soon as November. We'll have to wait until next year though.

A LINK TO THE PAST

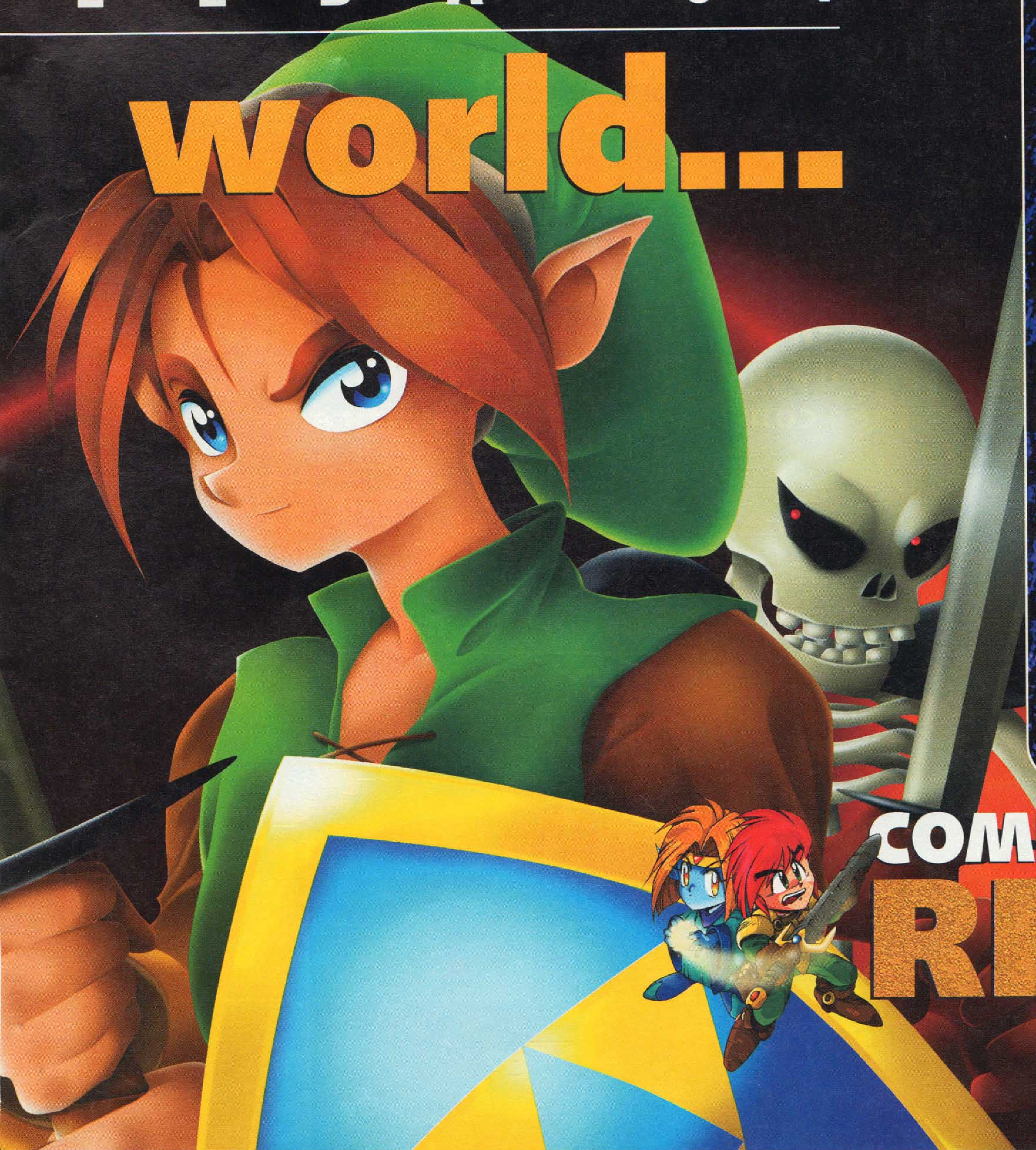
Previous *Zelda* games have always been played from a bird's-eye view. (Apart from *The Adventure of Link* on the NES, of course.) Well, so will bits of the new games, it would appear. The top down view presumably comes in handy for exploring rooms, but it's not clear whether the game'll flip to it automatically or whether you'll be able to select it at will.





E L D A 6 4

world...



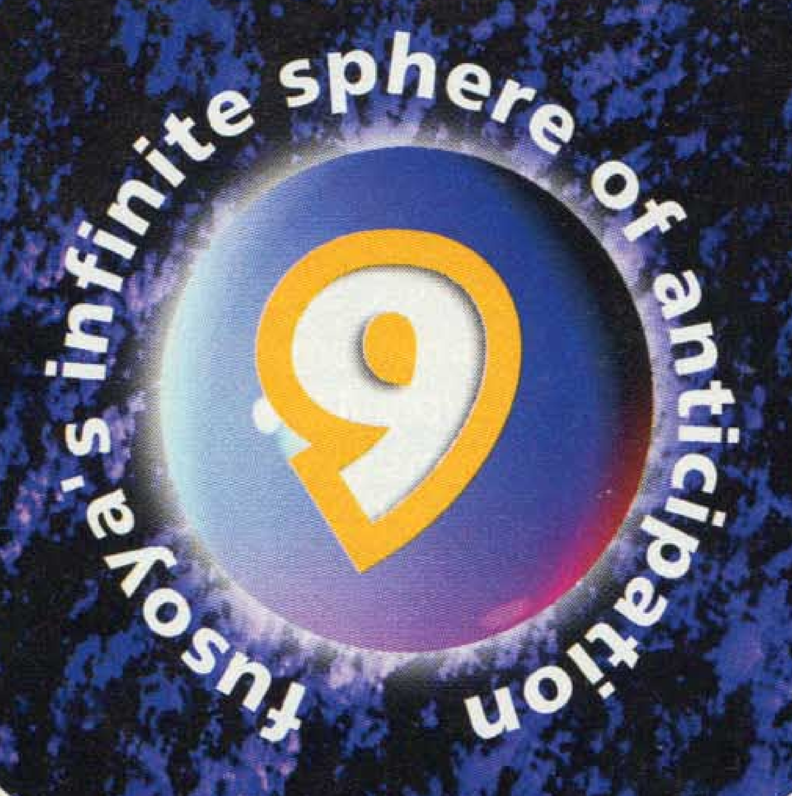


FuSoYa casts 'hope'

There's no doubt that Zelda is the most eagerly awaited of any Nintendo 64 game on the horizon, (it's certainly the main subject of the vast majority of your correspondance) but can it really live up to the hype? While FuSoYa has no doubts that the 64-bit incarnation of that magical Miyamoto touch will be at its strongest in Link's fifth adventure, can we really expect as revolutionary game as when A Link To The Past appeared on the Super Famicom six years ago?

It seems to FuSoYa that by bringing everything into the third dimension you run the risk of merely creating the same game as everyone else. Just look at all the games in this feature! You could argue that both Zelda and Magic Century look like nothing more than a more detailed Super Mario 64. If programmers spend to long getting their games to look just so in full 3D, there's a risk they might end up not playing as welll as they should

But these are the sceptical ramblings of an tired old wizard and more than any game yet announced for the Nintendo 64, I'm sure that Legend of Zelda will be the one that lives up to its expectations the most.



COME FORTH RPGs!

GO! GO!

A band of giant boars get a taste of 'wind' magic. Much work is clearly being put into the spell effects. Which is nice.



Rooms are already intricately decorated and furnished. See?



Here's the nave of the monastery we found up on the hill. There're loads of other rooms leading off it.





HOLY MAGIC

A spirited end

Also well underway in Japan is Imagineer's stunning-looking role play contender, the latest version of which has found its way into the plush leather confines of the N64 office.

With all attention focussed on *Zelda 64*, it's easy to assume that Nintendo's game will be the only serious RPG contender – until the 64DD arrives, at least. But we've been spending some more time with Imagineer's *Holy Magic Century* recently, and it seems to be getting better and better. And, what's more, it'll definitely be getting an English translation, with THQ having signed it up for America (as *Quest 64*) and a well-known publisher currently evaluating it for release in Europe at the beginning of next year.

The version we played for issue 4's Future Look consisted just of some disjointed locations that could be hopped between using cheat buttons. But a much more complete version recently fell into our hands, with all the locations joined up into a huge world. You begin in a large-ish town, packed with go-into-able buildings and talk-to-able people, and can wander around at will.

Then, in the wall around the town are two doors. One leads, via a long path, up a hill to a smashing-looking monastery (also enterable, with lots of rooms leading off from the nave), and the other heads off into the countryside, seemingly into the middle of nowhere. But! There's a path to follow, with signposted junctions, and after wandering around for a bit (getting attacked by monsters every step of the way) we found a cottage, two other towns, some weird Stonehenge-type rocks, and a massive castle complete with throne room and banqueting hall.

So unlike previous, two-dimensional RPGs, which have always tended to zoom out to a 'field' map to represent your progress cross-country, *Holy Magic* sticks with the same scale throughout, giving the sense of a huge world as you trek over hills and monster-infested dales en route to the next town. The map seems compact enough to avoid travel-induced boredom, though, and the signposts should avoid too much getting lost.

And what about those graphics, eh? Imagineer's programmers are doing a superb job of building up an entire world in 3D, with buildings that're beautifully detailed inside and out and and some smashing characters with a distinctive 'look' that we haven't seen in any other game. Some of the monsters, in particular,

An eye on the clock

Holy Magic Century all happens in real time, so as you wander around you'll find it gradually going dark and then, in the morning, getting light again. There's a crude clock in the corner of the screen at the moment to indicate the time, which'll probably be turned into something nicer.







FIGHT!

Stray outside the safety of *Holy Magic's* towns and chances are you'll be accosted by bands of roving monsters. These range from giant tortoises to slavering wolves to sword-wielding frogs, and hang around in groups of up to four. You'll obviously be keen to defend yourself against them.

Rely entirely on brute force, however, and you'll be keeling over quicker than you can say: "Aarrghh." Far better is to investigate the possibilities of magic.

Spells in *Holy Magic Century* are all based around the four elements: fire, water, wind and earth (or, er, 'clod' as it's called here at the moment). Each C-button controls an element, and you can tap in up to three elements before casting your spell with Z. Beats pulling off a fatality any day of the week.





Wind and then earth lets you lift the monster up, Obi-Wan-style, and dash him against the ground.

C E N T U R Y

eavor



Walk through that door and it'll cut to the interior of the shop. It's great.

are brilliant, like the giant frogs with swords and these really weird green blokes with wrap-around capes who squash themselves down and then spring up into the air before diving back down and injuring you.

And although it's early days yet for the game, with at least four more months to go before it's due to be complete, it already boasts some nifty new ideas. The magic system, for example, is unique, with the four 'elements' that the game's plot'll be entwined around being combined to produce an almost infinite range of spells. And the way day breaks and night falls as you play is an interesting touch, too, although it feels a bit odd wandering around in the middle of the night. Maybe there'll be a 'sleep' option.

And then, of course, there's the storyline and the puzzles, which haven't begun to be implemented yet. Only Imagineer know what'll happen once you've set out on your quest, although we can expect a bit of character-swapping (as well as your wizard bloke you can control Princess Nina and Cozi the pirate). There are a couple of other things we hope they're planning to add as well: a map for charting your progress, and *Starfox-64*-style cut-scenes so *Holy Magic Century* hasa filmic quality to rival *Final Fantasy VII* on the PlayStation. N

WHEN WILL WE SEE IT?

Holy Magic Century ***should see the light of day in Japan around Christmas time with the western version a few months later.5***






FuSoYa casts 'surprise'

When FuSoYa first caught a glimpse of Imagineer's new, totally 3D, RPG he was intrigued rather than impressed. After all, Epoch's Doraemon showed that you didn't need to be a developer of the calibre of Nintendo or Konami to create a decent Super Mario 64-esque environment, and Holy Magic Century's medieval backdrops and basic-looking characters brought back wispy memories of the hordes of lacklustre third-party RPGs that plagued the SNES from beginning to end. Since then, however, FuSoYa has been blessed with being able to play on progressively more finished versions of the game and it is, as I believe you young folk say, 'due some bitchin' respect'.

Although the storyline is nothing FuSoYa hasn't seen before – lone young chap with a strange ancestry gets embroiled with saving the world from monsters – its design and execution are full of imagination. From the distinctly different way each of the playable characters looks and moves right down to lowliest of townsfolk.

If Imagineer can wrap this all up with a well written tale and keep the play time up around the twenty hour mark, FuSoYa can see Holy Magic Century doing the N64 no harm at all.





COME FORTH RPGs! GO! GO!

Motherly love

Along with *Zelda, Mother 3* is Nintendo's other big in-house RPG. But this one's going to be for the 64DD only.

M*other 3* is going to be big. Enormous, in fact. In a recent interview, Mr Benimaru Itoh, the game's art designer, predicted that it'll take between 40 and 60 hours to play the game through from start to finish. And that's assuming you get everything right first time. And even then that's not the end of the story, because HAL Laboratory along with Shigesato Itoi's APE team, who're putting *Mother 3* together for Nintendo, are trying as hard as possible to avoid the linear route that runs through most RPGs. They're planning lots of detours off the beaten track that you're unlikely to discover unless you return again and again.

But, although HAL are promising a host of new ideas for *Mother 3*, it's likely to be the most traditional of the N64 RPGs that've been announced so far. It'll have a separate 'battle mode' for encounters with parties of monsters, like *Final Fantasy* games, and rather than just playing one character you'll be in control of a team of up to three from a total of ten playable people.

Those who've played previous *Mother* games (which'll more than likely mean the SNES's *Mother 2*, released as *Earthbound* in the West) will be comforted to learn that the plot continues to follow the the story of Pokey. Otherwise, though, the third instalment's going to be very different. It'll consist of twelve chapters, and won't just be set in smalltown America like *Mother 2 /Earthbound* was but will jump around from medieval to fantasy to science fiction worlds.

The other important thing about *Mother 3* is that it'll be one of the 64DD's launch games, and HAL are planning to take full advantage of the N64 disc drive's unique features. The writability, for example, will be exploited to make the world evolve as you play, remembering everything you do to make your copy of *Mother 3* different from everyone else's. "For example," said Mr Benimaru, "your character might drop some of their food somewhere. This food might attract a hungry monster to that location. Your game would have a monster in that place, while another player's wouldn't." The 64DD's built-in clock, too, will be employed so that time will pass in *Mother 3's* world even when you're not playing and your N64 is switched off. Spooky, eh?

And, er, expect *Mother 3* to be a bit odd, too. (Its designer, Shigesato Itoi, is the archetypal mad genius.) Heavily armed pigs will abound, along with a doughnut-loving professor and what looks like a giant oil pipeline (or, as Wil suspects, a supply of raspberry jam for the village's doughnuts.)

We'll definitely be seeing an English translation of *Mother 3*, as Nintendo know that America – the N64's biggest market by far – is beginning to love RPGs just as much as the Japanese. But quite when, we wouldn't care to speculate. Not until the 64DD is released to the West early next year, though, that's for sure.

WHEN WILL WE SEE IT?

Mother 3 should appear in Japan along with the 64DD in March of next year. Expect to see an English version in the autumn.



FuSoYa casts 'intrigue'

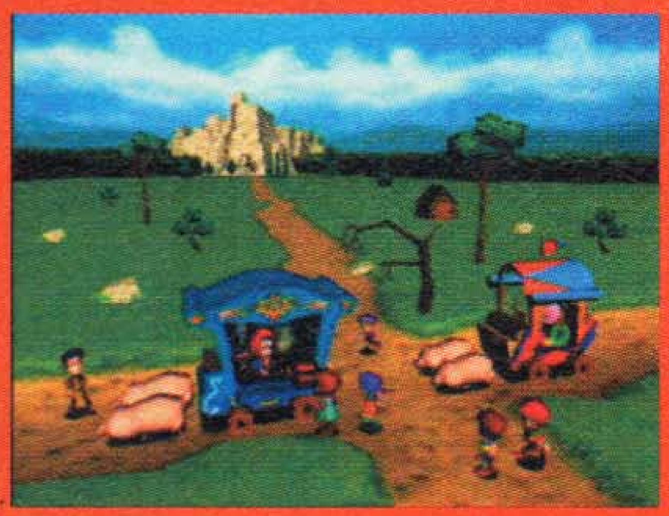
If you never had the pleasure of playing Mother 2 on the SNES (under the guise of Earthbound) then FuSoYa would hazard a guess that you're not really prepared for just how weird Mother 3 is going to be. On the surface, and from the pictures here, it would seem to be a fairly standard, if slightly cartoon-like, fantasy adventure. But scratch the surface and, like the scratch 'n' sniff hint book that came with the SNES game, you'll smell some strange goings on. A professor obsessed with doughnuts? That's only the beginning of Mother 3's weirdness. Oh yes.

And then there's this whole business about the 64DD's customisation feature where much of what you do is written to the disk making each player's path through the game different. FuSoYa has never encountered anything like this in a game before and, if it works, I feel that Mother 3 could be the beginning of a whole new type of RPG. I just hope it isn't just too odd for you all.

fusoya's infinite sphere of anticipation

8





Pigs feature heavily in Mother 3. These ones seem harmless enough, luckily.

"What do you mean, we've run out of lemonade?"



What could've started this war? Raspberry jam, maybe.



The worlds do indeed appear to be many and varied. It's true.



Anything could happen in the next half minute. This is a Goemon game.





Die, giant mechanical kabuki warrior, die!

The old 'guards won't let us past' conundrum, eh?





"You dropped 100¥, you say? Where? I can't... Argh."

The intro sequence was all done and dusted months ago, readers.



FuSoYa casts 'doubt'

When Goemon first hit the SNES FuSoYa was in seventh heaven. Perfectly combining role-playing with top-notch platforming it poured imagination from every level, and its inspired combination of Japanese culture – both ancient and modern – with a streak of pure lunacy has never been bettered. But after a promising follow-up (which introduced the superb Goemon Impact sections that gently poked fun at '70s giant robot anime) things didn't stay so rosy. Like its sister comedy series – the Gradius shoot-'em-up mickey take – Parodius, Goemon found it ever harder to retain that initial spark of brilliance and by the time Goemon 4 appeared on the SNES in 1995 it was nothing more than an average platformer with some mildly off-kilter ideas tacked on.

As I write this, Goemon's Japanese release is but days away and FuSoYa can only hope that Konami's 3D programming skills are balanced with thoughts of plate spinning chinese ghosts and foreign fascists in bunny outfits.

fusoya's infinite sphere of anticipation 6

GANBARE GOEMON 5

Go for it!*

Konami's N64 role player is on the very brink of release in Japan. But will brave young Goemon ever make it to the UK?

G*anbare Goemon 5* was due to be released in Japan within seconds of this month's N64 Magazine going to press, so we'll have a no-holds-barred import review of it in the next issue. But the pre-launch reviews in Japan of Konami's bizarre RPG-cum-platformer have been favourable, as were the impressions we got when we played an early version a couple of months ago, so the prospects are good.

Like so many of the N64's games so far, *Goemon 5* is a title with a pedigree behind it – in this case, four SNES games, three NES games and a Game Boy cart. But only one has ever made it to the West: the first SNES game, which arrived under the monicker *Legend of the Mystical Ninja* and didn't meet with great success thanks to its Japanese peculiarity and a dismal translation by Konami's American wing. In Japan, however, they love *Goemon* games, and the new N64 version is the most important N64 release for quite a while.

In the *Goemon* tradition, *GG5* is all about having fun, and never takes itself too seriously. The usual bizarre selection of characters are present, including Yae the green-haired mermaid/girl, Ebisumaru with his strange nose-encircling hat, and Sasuke the robot. And they'll doubtless be doing far more than just hopping from platform to platform, with *Goemon* games traditionally including a wealth of curious sub-games and parodies. There's Japanese text as far as the eye can see, unfortunately, but canned laughter suggests there's all sorts of jolly japery going on.

But it's a also a game from Konami (possibly the most respected third-party Nintendo developer), so that means top-of-the-line programming. Even in the early version we played the graphics looked more detailed than *Mario 64's* without losing any of the smoothness. The levels are intricately designed, combining medieval Japan with giant robots in a distinctively *Goemon* way. And it's likely that secrets will still be being unearthed months after the game's release.

So what use is all this to us Western gamers? *Goemon* contains loads of Japanese text – much more than the Japanese version of *Super Mario 64* – so it's unlikely that any but the most persistent import gamers are going to be able to get much out of it. What's needed, then, is an English translation and a UK release. And Konami are still trying to make their minds up over whether to do one. The main sticking point, apparently, other than *Mystical Ninja's* lukewarm reception, is the size of the cart: at 128 Megabit it would sell for over £65 with Nintendo's current manufacturing costs, so Konami are trying to negotiate a better deal. But according to their UK office, after looking pretty bleak a couple of months ago, the outlook is now "much more positive". Fingers crossed, then, eh?

* What 'ganbare', roughly translated, means.

WHEN WILL WE SEE IT?

*Ganbare Goemon 5 is out in Japan as you read this so we'll have a typically thorough **N64 Magazine** import review in the very next issue.*



COME FORTH RPGs! GO! GO!

At the beginning of next year, Nintendo will unveil in Japan what amounts to phase two of Project Reality: the 64DD, which will turn the N64 into an even more formidable machine. Sitting beneath the N64, it will provide the machine with a mass storage system along with several other handy functions, all of which make it ideal for bringing role-playing games to the N64.

64DD discs will fall halfway between CD-ROM and floppy discs, combining a high storage capacity (64 Megabytes) with the writability of floppy discs (about half of each disc will be write-to-able by the game), along with access times approaching those of the hard disc on a fast PC.

So, unsurprisingly, most of the developers who've so far discussed their plans for RPGs have also said they're either definitely writing their games with the 64DD in mind or are looking at using it. *Mother 3*, for example, will be one of the 64DD's launch games, along with a special version of *Zelda*.

There's still no definite launch date for the 64DD – early next year in Japan is the nbest guess, with Europe not too long afterwards we hope – but Nintendo have released plenty of information about it, revealing how it will change RPGing for ever:

- Every RPG needs to be set in a huge world, and have loads of characters, oodles of dialogue, masses of varied scenery and heaps of story-enhancing cut-scenes. Although it's amazing what can be packed into an N64 cart, a 64DD disc, at eight times the size of the average cart, will make developers' lives much easier.
- Unlike carts, or even CD-ROM discs, 64DD discs will be writable. This will allow the game to modify itself as you play, with the world eveolving around you. (Shigesato Itoi is particularly keen to exploit this aspect with *Mother 3*.) You'll also be able to customise your characters in complex ways.
- 64DD discs will cost much less to manufacture than carts. This has advantages for both the developers – they'll be able to plough more of their resources into the complicated business of creating RPGs – and us, who won't have to pay as much for the games.
- The 64DD's real-time clock will keep track of time even when your N64 is turned off. So when you turn it back on again, an RPG will be able to see how much time has elapsed since you last played and update events in the game's world accordingly. (Again, *Mother 3* will take advantage of this.)
- The extra 64DD's extra 4Mb of memory will allow large areas of map to be read off the disc in one go, so you won't have to suffer constant accessing delays as with CD-ROM.

DD dreams



Nintendo's revolutionary disk drive unit, due next year, will be particularly well suited to RPGs.

DESTINED FOR DISK OR CART?

There are loads more N64 RPGs in development, none of which are due until next year. So their progrrammers must be seriously considering taking the 64DD route…

Super Mario RPG 2

While maybe not quite hard-core enough for the die-hard RPG fan, *Super Mario RPG* on the SNES proved that the plumber's exploits could quite easily be expanded into a worthwhile tale. What made it all the more fun wasn't that it successfully married typical *Mario* gameplay and simplicity to the normal turn-based battle system, but the way Square and Nintendo wern't afraid to gently poke fun at all the Mario standards. Just how can the princess be so stupid as to get kidnapped all the time?

Hopefully this 64DD sequel (now taken totally in-house at Nintendo's Kyoto headquarters) will keep that same sense of fun while taking advantage of the DD's size and customisation features. And with Miyamoto at the helm we should jolly well think so.

WHEN WILL WE SEE IT?

Don't expect to see any pics until well into next year and a Western release until at least Christmas 1998!

Pocket Monsters RPG

There are currently two *Pocket Monsters* games in development for the N64. *Pocket Monsters 64* will be one of the 64DD's launch games, while *Pocket Monsters RPG* will follow along afterwards, and will be more of a sequel to the Game Boy's *PM* game.

The twist with the massively successful (in Japan) Game Boy game is that, rather than killing the monsters you fight, you capture them and train them for your own purposes. You ought to be able to build an army of hundreds on a 64DD disc, then.



WHEN WILL WE SEE IT?

The game's apparently 50% complete, so it should appear soon after the 64DD's launch next year. In Japan, at least.

Hybrid Heaven

All that's been seen of Konami's mysterious *Hybrid Heaven* so far is some stunning video footage which actually turned out to be real in-game scenes. But, although it looks more like their PlayStation game *Metal Gear Solid*, Konami, who are billing it as the future of action RPGs, say there's no connection. Maybe it's just the setting that's confusing us.

Plans are to release the game on cartridge next year but Konami are also considering the 64DD. A likely prospect considering they see the project continuing on as a developing series.



WHEN WILL WE SEE IT?

Not till the second half of next year – Konami have lots of other games to release before then.

Ogre Battle 64

Only import gamers will be familiar with the SNES's *Ogre Battle*, as, although it was translated into English for the American market, it was never released in Europe.

Definitely a strategy RPG rather than an action one, the SNES original (and its sequel, *Tactics Ogre*) had you moving your party of warriors about in the manner of a wargame.

All its developers, Quest, have said so far is that they're working on a new chapter in the *Ogre* series for the N64. But it'll be interesting to see what kind of an opponent the N64's 100 MHz processor makes.



Tactics Ogre on the Super Famicom

WHEN WILL WE SEE IT?

Again, probably not till next year, especially if it's going to be a disc game. And maybe never in the UK. Sob.

Fire Emblem 64

One of the few Nintendo-developed games never to have been released outside is the SNES's *Fire Emblem*, which, along with its sequel, *Fire Emblem 2*, was never translated into English. It was, however, turned into an animated film.

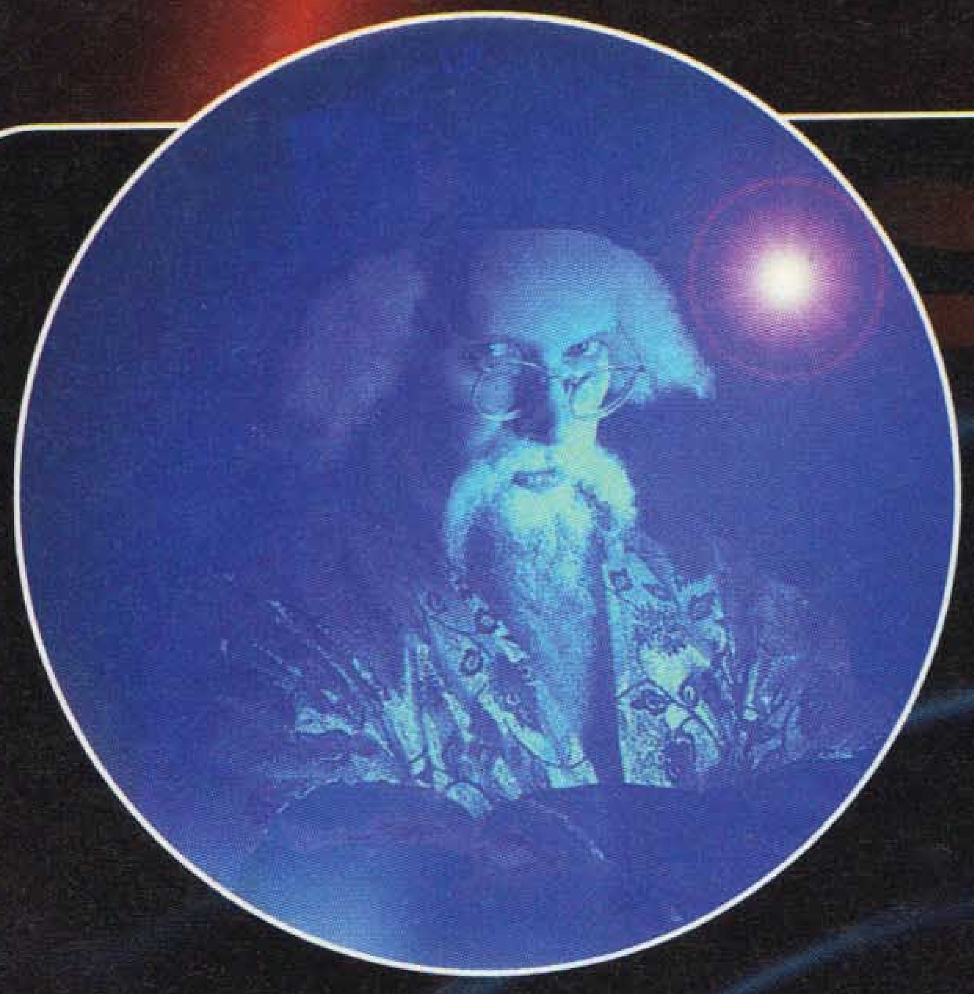
Even more than *Ogre Battle*, the *Fire Emblem* series revolves around strategy, so that's what we ought to expect from the N64 version. It was also strong on character development, though, something that the 64DD's writability and clock could be usefully employed in.



Fire Emblem 2 on the Super Famicom

WHEN WILL WE SEE IT?

Not till late 1998, and possibly never at all here in Europe. It's probably too wargamelike for us.



Ask FuSoYa

To round off this little RPG extravaganza I, FuSoYa, will answer, in a flurry of Hyrule magic powder, yet more of your RPG questions. Go on, challenge me.

Kevin Trotter of Cleveleys summons the courage to ask FuSoYa:

1. Will there be a Lord Of The Rings game for the N64?

FuSoYa chuckles to himself through his beard and replies…
Do you mean a version of Interplay's drastically dismal SNES version of Lord Of The Rings? *Or even that venerable classic of yesteryear from* Melbourne House? *Either way the answer, for the time being, has to be no. FuSoYa would hazard a guess that if anyone tried to do Tolkein's epic justice in game form again it would merely end up as a point-and-click Pratchett-esque adventure on the PC.*

2. Will any of the PlayStation's RPGs like *Vandal Hearts* and *Wild Arms* be coming out on the N64?

FuSoYa casts 'same old, same old'
As Wild Arms *was released under Sony's own label, FuSoYa very much doubts that you'll see a Nintendo 64 version of it, which is a pity as it's quite an enjoyable little romp.* Vandal Hearts *is another kettle of strategy-based enchanted fishes, however. There have been rumours for some time that both* Vandal Hearts *and Konami's* Suikoden *could appear on the N64, and although nothing has yet been confirmed, with the company's heavy Nintendo 64 commitment anything is possible.*

3. I thought *Illusion Of Time* for the SNES was one of the best games of all time. Will there be an *Illusion Of Time 64?*

FuSoYa drifts off for a moment, as if a nostalgic thought has transported him to a gentler time…
Illusion Of Time 64 *is doubtful as it was the middle title in a series of three games from a Japanese developer called Quintet. It started with* Soul Blazer, *continued with* IOT *and ended up with* Tenchi So-Zo: Creation of Heaven and Earth, *which you'll be pleased to learn is available for the SNES, in the UK, under the name* Terranigma. *As Quintet have yet to announce a further game, FuSoYa guesses that it might be possible that they will continue on the N64. Only time will tell.*

4. I really like the RPG section. Is there any chance of making it bigger?

FuSoYa summons 'the subliminal dragon of greed'
Only if the **N64** *Magazine management submit to my extravagant demands for fiscal renumeration and let me play my Todd Rundgren's Utopia albums very loud.But seriously. I already impart to you every bit of RPG news there is every month. If and when there is more to tell, RPG news will expand in proportion.*

Panagiotis Pagonidis from Greece is worried about the following (silly boy):

I heard that *Ogre Battle 64* and Suikoden will come to the N64, and *Tales Of Phantasia 2* and *Dragon Quest VII* to the 64DD. Is that true? If yes, will they come to Europe.

FuSoYa idly examines the washing care label on his Ali Bongo cape:…
As I said before, even though Suikoden 2 *has already been announced for the PlayStation, the rumours still persist that a N64* Suikoden *is possible. FuSoYa has also heard that Quest are planning the next installment of the Ogre series for the N64, but other than that he knows no more (hard to believe, I know). Alas, though, both* Tales Of Phantasia 2 *(which is called* Tales Of Destiny*) and* Dragon Quest VII *will both be PlayStation-only.*

As for RPGs coming to Europe, we will have to wait and see, but the chances are a lot stronger than they were with the SNES.

And finally, Hassan Balli of London dares to ask:

1. Are there any 2D RPGs planned for the N64? If not, why not? The N64 would be an ideal platform for them, as they don't take up as much cartridge space like 3D games.

FuSoYa perks up and looks earnest…
FuSoYa made mention of this very topic in the last issue. There really is no reason why there shouldn't be traditional sprite-based RPGs on the N64. While I doubt that you'll ever see the like from Nintendo themselves, as they see the machine really as a 3D powerhouse, and Shigeru Miyamoto has far loftier gaming ideas on his mind than to replicate what has gone before, I can see some other enterprising third-party developers trying their hand. Hint, hint.

2. What is the probability that Nintendo will release a *Zelda* compilation like they did with *Mario All Stars?*

FuYoSa slowly nods his head…
It was a lot more likely when the SNES was around.

3. I have noticed that you have two *Mario RPG* games on the Ultra Release List – *Super Mario RPG 64* and *Super Mario RPG 2*. Does this mean that the 64DD is to get a new *Mario RPG* game or an enhanced version of the N64's?

FuSoYa casts 'the look of daggers'
That is a fault of the **N64** *editorial team and not, I hasten to add, FuSoYa. There is only one* Super Mario RPG *in development at the moment and it is* Super Mario RPG 2 *on the 64DD, a follow-up to the Square/Nintendo original. Those responsible for the error have been banished to the dark realm of eternal drum and bass until they whimper.*

And that's it. I hoped you enjoyed our little sojourn into the potentially blockbusting world of Nintendo 64 RPGs. FuSoYa is feeling a little tired now and needs to put his feet up with a nice mug of Lift™ and half an hour with a Scott Adams Marvel® Adventure. Remember, if you've got a burning RPG question that just won't wait, then send it to me at:

Ask FuSoYa, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

Ask me why so many people get mixed up over the difference between 'Megabytes' and 'Megabits', however, and I will cast Meteo! You have been warned.



COME FORTH RPGs!

REVIEWED, RATED... AND COMPLETED!

N64 ARENA



"Ohhhh what a *Mugging!*" screams the hyper-ventilating commentator. *Wayne Gretzky* – it's vice on ice.

40

WAYNE GRETZKY'S 3D HOCKEY

IMPORT

STARFOX 64

US VERSION

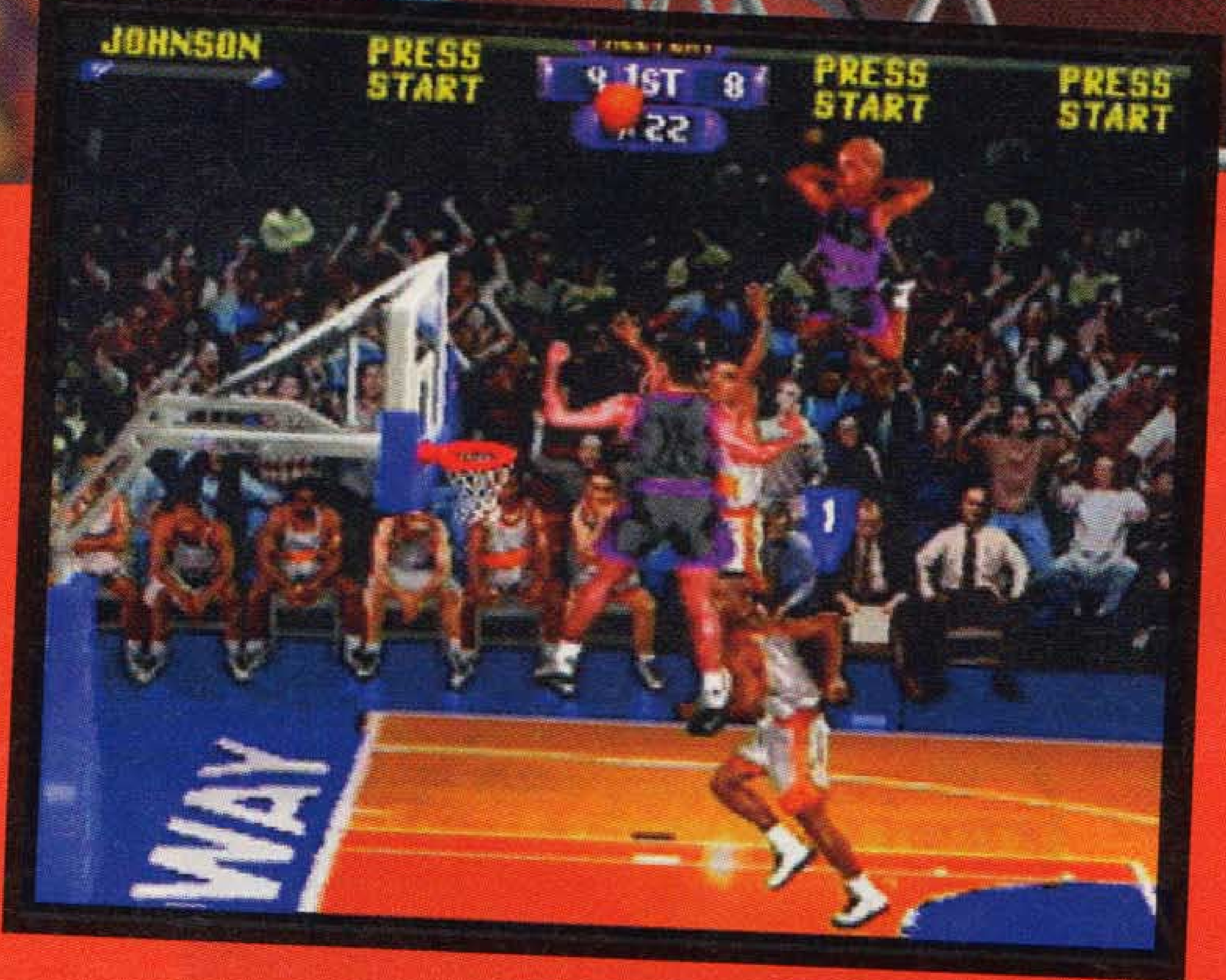


Meet the guys in their all-new Yankee incarnation. Yeee-haa!

53



NBA HANGTIME



Boom Shak-a-lak! Geddown for some serious hang time! (We'll get our coats.) 46

ARENA







SHINDOU

SUPER MARIO 64 and WAVE RACE 64

Those games again – this time with some added wibble! 50

Most N64 games tend to appear in Japan and America before they arrive in Europe. We track them down, play them thoroughly and review them immediately, to ensure our readers are fully informed at all times. We'll then also review the UK versions as soon as they become available.

PLAYING IMPORT GAMES

Japanese and American games can only be obtained through specialist importers, and won't work on UK N64s. To play them you'll either need a Japanese or American machine, or a modified UK N64. Or! a universal adaptor – you can get one of these devices from Fire, whose telephone number is 01302 325225.

N64 GUIDE TO SCORING

We play all new Nintendo 64 games thoroughly and, if they're really great, we'll play them through to the end before arriving at a verdict. Our scores are considered carefully, taking into account the high cost of Nintendo games and the incredible capabilities of the N64. Here's how it works:

85% and above

N64 Magazine only awards the most superb games scores of 85% or above. We complete them to make sure they stay great all the way through and, if they do, give them our Star Game award. Games scoring this highly are great to play and show off the N64 fully.

84%-70%

Because such high standards have been set by the likes of *Super Mario 64* and *Mario Kart 64*, many otherwise excellent games struggle to match them. While they may still be well worth buying and playing, **N64** scores them strictly.

69%-50%

An irksomely unsatisfying area of the scale, containing games that are merely competent. They'll be playable and moderately entertaining but no more, probably because their developers have failed to grasp what the N64 is all about.

49%-20%

Let scores of less than 50% be a warning to you. These games really are no fun, and do our N64s a disservice.

19%-0%

We hope never to have to explore this scoring extreme, but will exercise it fearlessly if necessary.

THOSE CATEGORIES EXPLAINED

The N64 can produce graphics undreamt of before its arrival, and our 'Visuals' category takes this into account.	9 VISUALS
Has it got good noises in? And is the music good? Or just annoying? These things matter, they really do.	9 SOUNDS
How well does the game make use of the N64's amazing hardware? A *Mario*-beater? Or just a PlayStation port?	9 MASTERY
It may look great, and sound brilliant, but will you finish it in five minutes and never want to play it again?	9 LIFESPAN
And the big mark at the end is essentially a measure of how much fun you're likely to get out of the game.	VERDICT

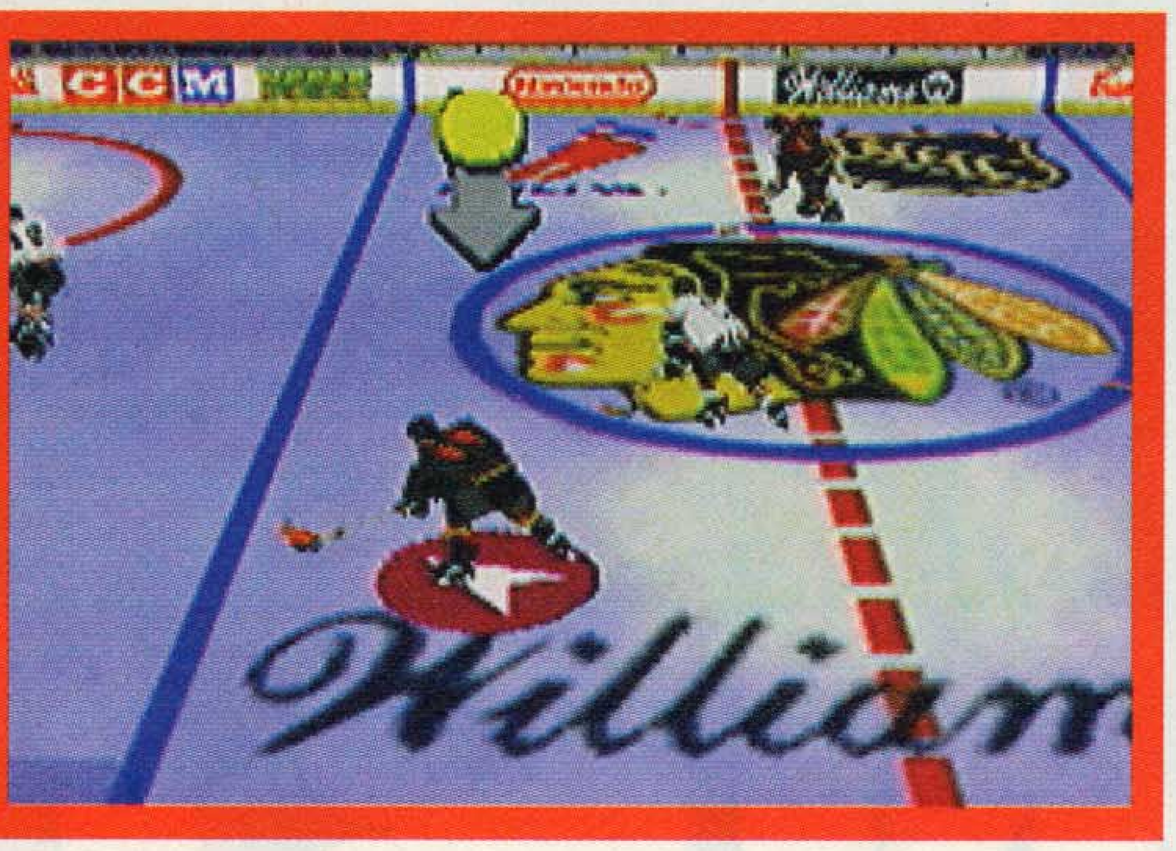


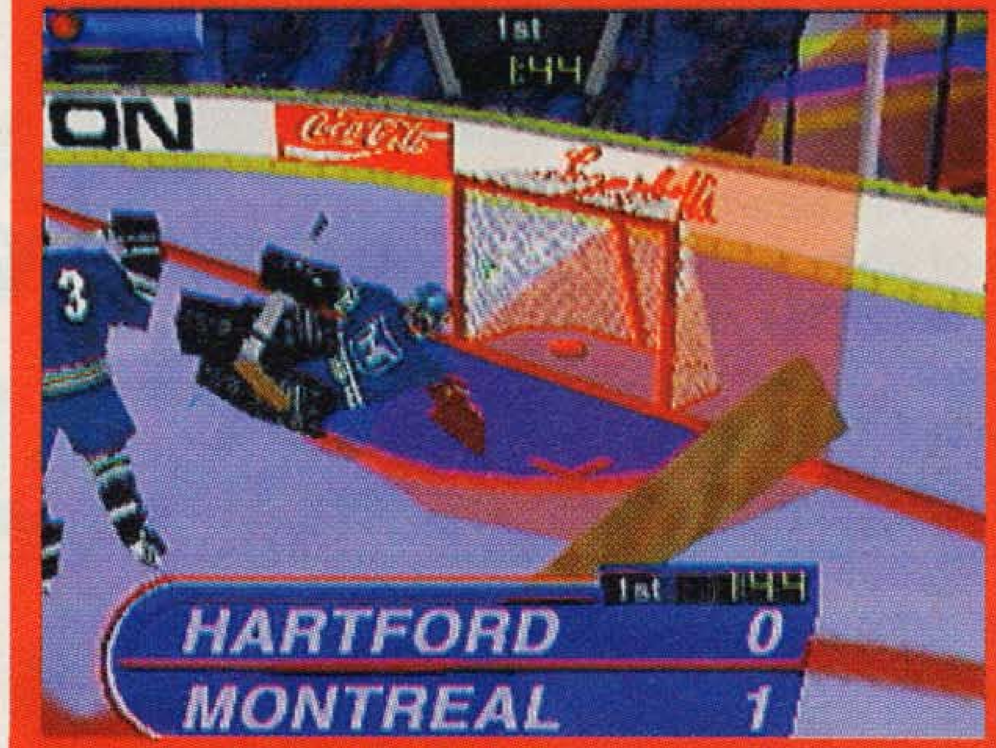
Hmm. So how many more to go?

That purple thing's the trail on the puck.

A smashing goal from Montreal, there. Three cheers for them.







WAYNE 3D

Wayne Gretzky's 3D Hockey		
MIDWAY		
Out now	64M Controller Pak back-up	1-4 cartridge back-up
£55		

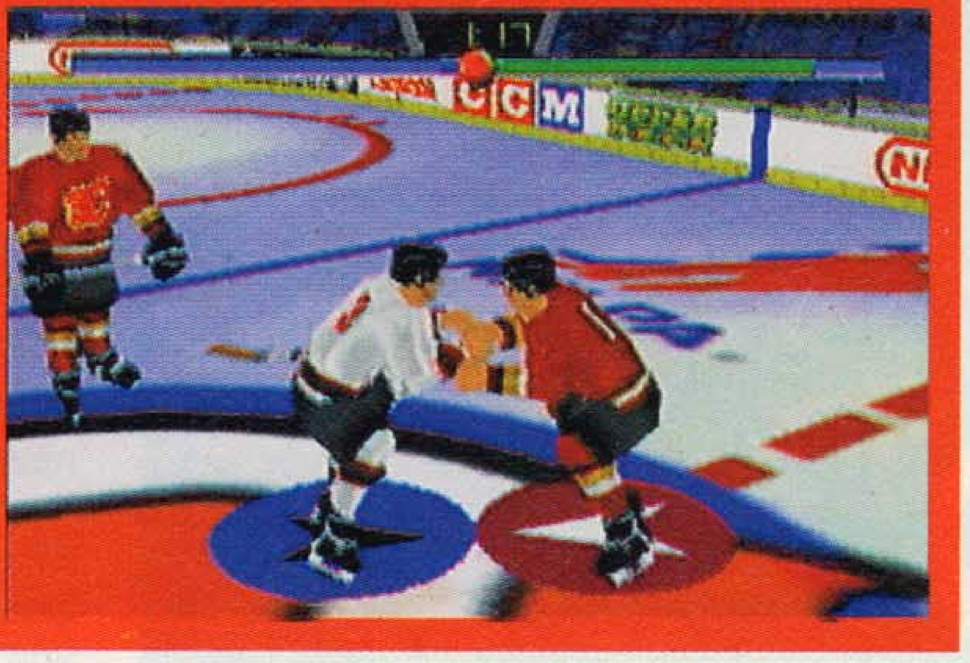


Play is suspended temporarily while the referee looks for his contact lens.



Believe it or not, the players' clothes are actually made from washing machine packaging.

Fights aren't bad for a hockey game, but are otherwise sub-MK3. Oh yes.



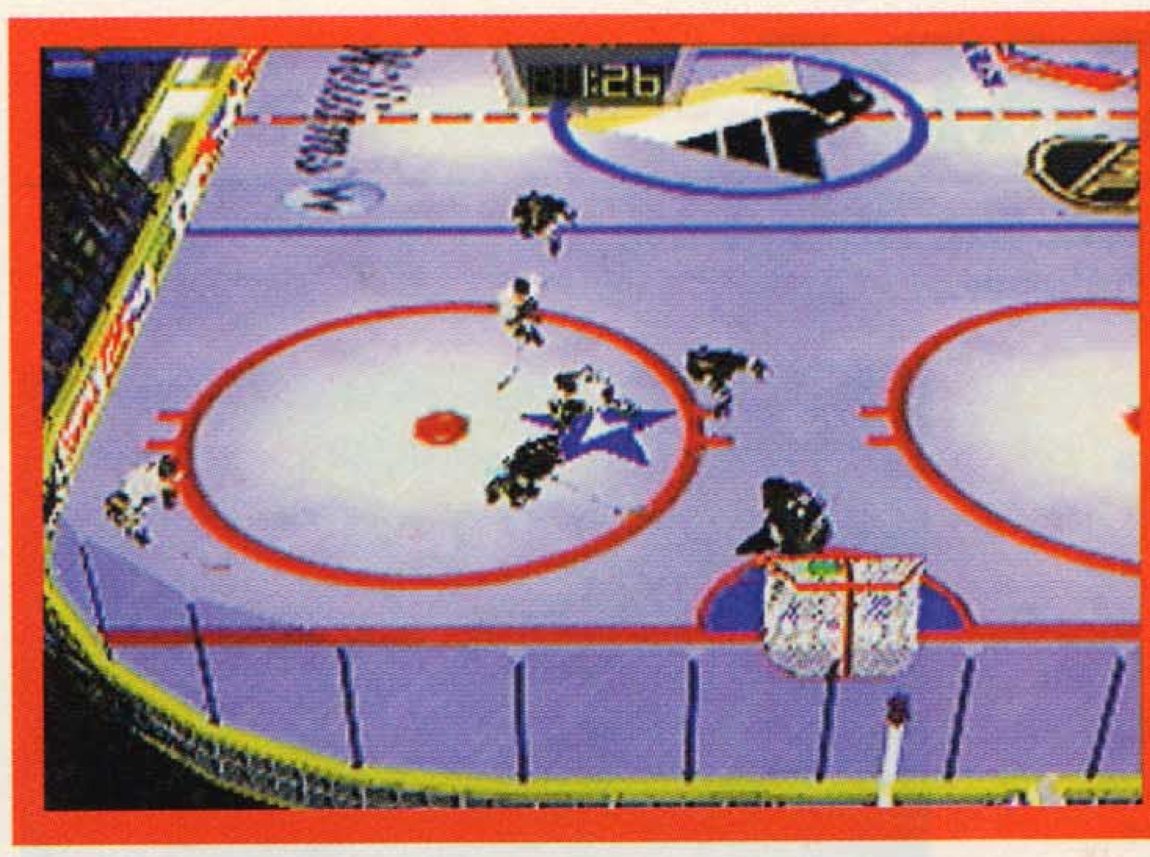
LIVING IN SIM

Opt for the simulation mode and there's a certain amount of rule-abiding to be done. So understand those penalty rulings with **N64**'s quick A-Z...

Rink Size

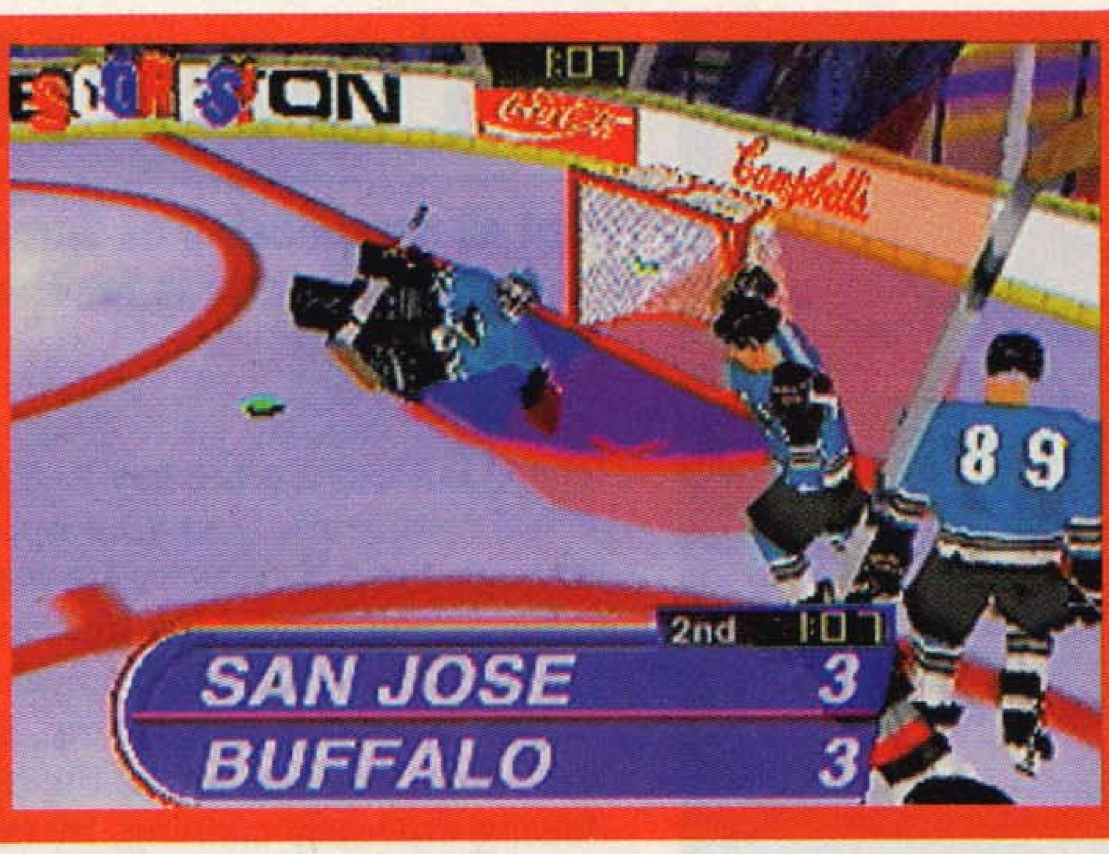
Arcade or Regulation: Arcade gives you a reduced play area, speeding up attacking play and making it more difficult to defend. However, by switching to Regulation, you can play on a proper-sized rink and up the number of players to five without fear of having too many sticks vying for puck attention.





◁ *In Simulation mode the rink is huge.*

Gretzky is miles more fun than NBA Hangtime, reviewed next, simply because you're never quite sure whether a goal's going to go in or not. And when it does you're really pleased. ▷





△ *We're not quite sure what they had in mind when they drew those markings on the rink.*

GRETZKY'S HOCKEY

In America, the lad Gretzky helped shift millions of copies of the N64's first sports game. But now Europe beckons. So, can the world's biggest sports star* still cut the high energy mustard?

** According to a survey compiled by Wayne Gretzky's immediate family.*

Minor Penalties

If you're prone to hooking (that's wrapping your stick round another player's person), tripping, cross-checking and charging then you might find yourself visiting the Sin Bin on a regular basis for anything up to five minutes. Once you're one man down, you can't replace him, giving the opposition what's called a 'Power Play'.





Delayed Penalties

If you shove your stick into an opponent's gut and don't get penalised by the referee, it doesn't necessarily mean you've got away with a foul. If you already have a team mate in the Sin Bin, then the referee has to wait until he's come out before he can give you a time penalty-style seeing to.







Mini Face Off-Thing

Every time a foul is committed, play stops (a reason is given for any breakages) and the nearest red circle used as a face-off point. The choice of circle depends on who fouled: if you were defending and fouled then the play stays in your opponent's 'offensive zone', giving them the advantage. The same is true if you were attacking.

Icing

So needlessly complicated you need a Degree in Microphysics to understand it, Icing is where your opponent smashes the puck from inside their own half and it passes over your goal line. Not too difficult, you might surmise. No, but let the manual explain the rest: "A face-off will then take place in the defensive zone of the team who iced the puck. After the puck has been iced, the referee will call Icing the moment the puck is touched by a defending player". Right. Splendid, then.



GO! GO!

HEIGHTS, CAMERA, REFRACTION
Gretzky has a plethora of pre-playing options including the opportunity to fiddle with a 360° camera. There are seven pre-set angles from which to view the action but you can also toggle with the default camera using Left and Right on the control pad, to move in even closer to the action, once its paused. Needless to say, the life-like grimaces of the players up-close produce much guffawment in the **N64** offices.





SUPER TROOPERS
To access the secret 'Super Team, go to Setup and then Options and hold L and press the C buttons in the following order: Right, Left, Left, Right, Left, Left, Right, Left and Left. Now, go to the Team Select menu and, by scrolling along, you'll find yourself with an extra Northeast Division, including the Gretzky, Team USA, Team Canada and Williams Entertainment teams. Unfortunately you can't play a whole season with any of the special teams, but you can trade in the players and use them in the normally selectable sides. Handy.



STOPPING ARCADE

Not as complicated as Simulation mode and with a smoother, stoppage-free feel, Arcade mode is for the less serious ice hockey follower...

Fouling

The C buttons are the key to a slew of 999-worthy fouls. Left C will completely floor your opponent with a body check (though the CPU players are more than ready to do exactly the same to you, should the situation arise), Top C operates the handy hook, which does similar rink/face interfacing, while Right C is an out-and-out trip, sending your opponents sliding, belly-first, half way across the playing area. If, however, you're feeling especially cunning, try tapping A and Bottom C at the same time to make yourself dive. Depending on how credible your fall turns out to be, the referee can blow up and hand you a penalty, even though your opponent never touched you.











△ *"What a mugging," the ref'll say here. Turn fouls off and you'll get away with it, though.*







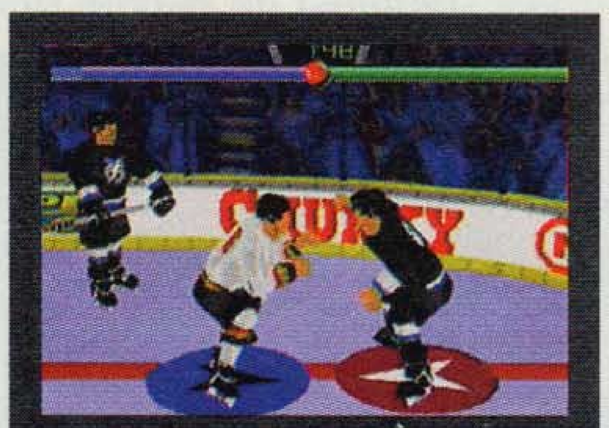
△ *Of course, it helps if you learn to skate before joining an ice hockey team. Oh well.*



△ *"Aw, come on, Barry!" "Nah. You guys carry on. I've never liked playing Twister much."*

Fighting

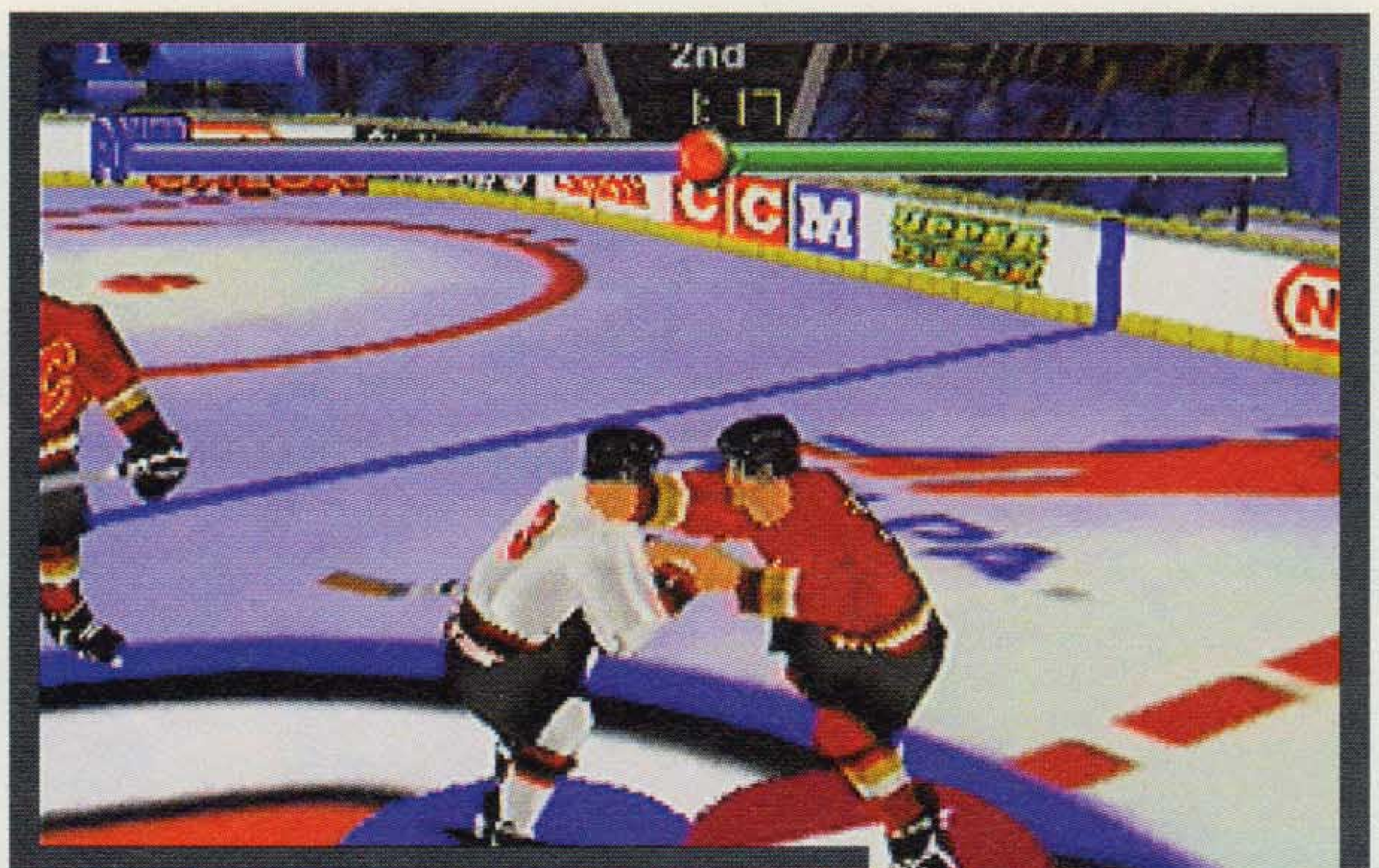
Hardly *Mortal Kombat* (though that's probably a good thing), but if your player's anger meter (the small blue bar below the thick team colour bars) fills up, a fight will begin on the ice. Generally, players will only be provoked into a scrap if you've been hooking away at their legs all match and, although the results aren't massively silky, it offers a chance to release that in-match tension with a spot of A and B button bashing. This can actually be switched on or off in both modes, but with the Simulation set-up already amply broken-up by lorry-loads of refereeing decisions, the oft-occurring fist-pummelling might only frustrate.



△ *"You have offended me, sir. Stand ready."*





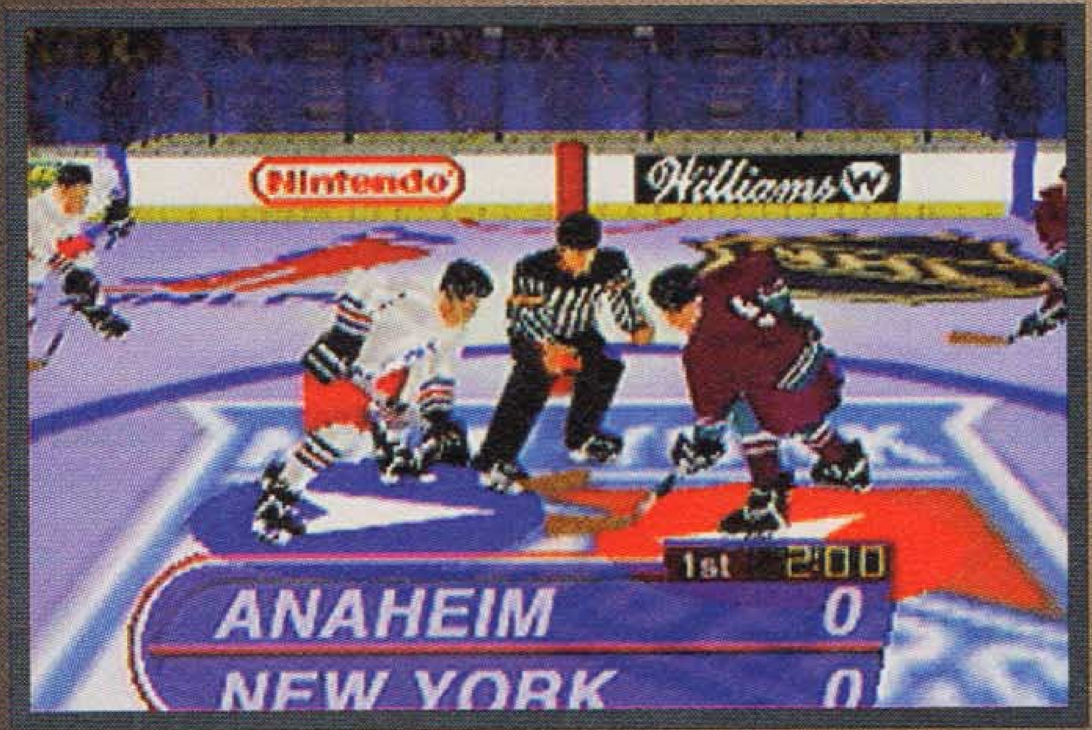




△ *We apologise for the similarity of these pictures. Ice, players, and that's about your lot.*

TONIGHT'S MATCH UP...

New York Rangers versus Anaheim



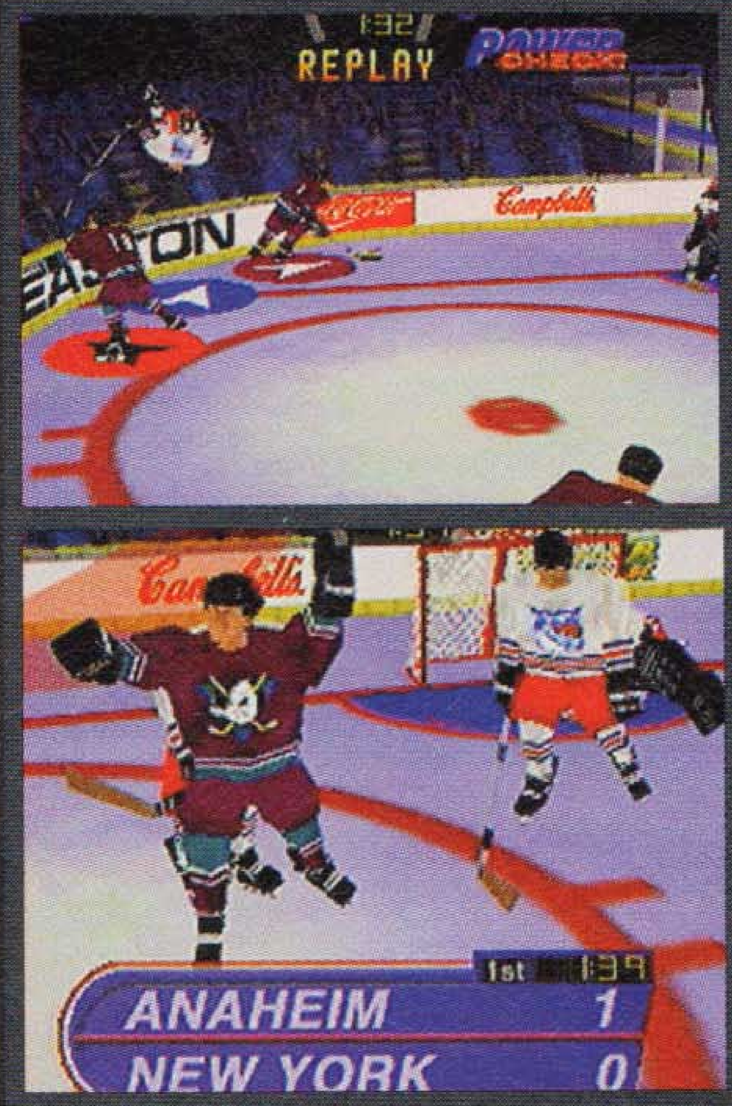
1 Anaheim, or The Mighty Ducks as they're nicknamed, are pretty hot stuff after their spell under the expert coachmanship of Emilio Estevez. So Gretzky – with dental floss work of the very highest variety – needs to churn out the goods.



2 Anaheim immediately triumph at the face-off and skirt off towards the Rangers' goal. The regulation rink allows for greater freedom of movement, but there's still plenty of jostling for ice space.

3 "Ooooh..." offers the commentator as the first shot of the game skittles wide. Aaaand, here he is! Gretzky picks up the puck, looking around for options, on the verge of something just a little bit special...



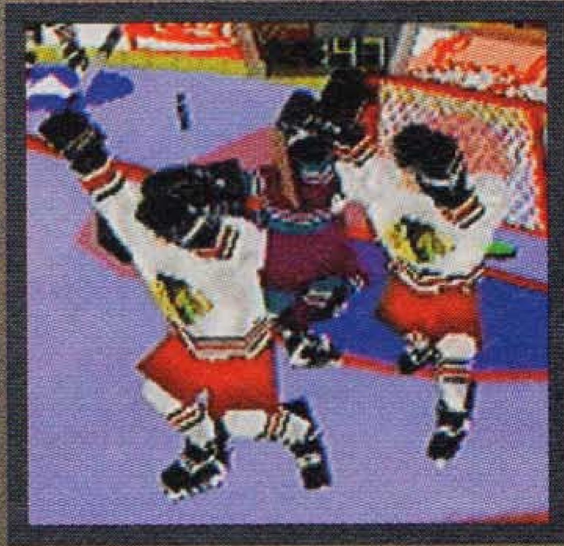


4 ...or not. "Ooh, what a mugging!" bawls the commentator in his best Homer Simpson voice. Gretzky is checked and The Mighty Ducks slide one home to nip into the lead at – yessssss! – 1-0.

5 Gretzky's off, weaving about the ice like the uncontrollable skating lunatic that he is. He's into their quarter before Coach Estevez has a chance to sign on to do Young Guns 3 and, picking his spot...



6 ...he knocks the puck home. Gretzky – labelled 'The Great One' by his fans – celebrates his massive contribution by jumping up and down on the spot. A stoppage is called while he receives his medication.





7 But wait! It's the second period and a fight has broken out between Gretzky and an opponent. Things turn ugly as New York's star takes one in the jaw, but he comes back – giving as good as he gets – with a head lock and some concentrated face-cuffing. Nasty!

8 Into the last quarter and the atmosphere is tense. Anaheim are 7-6 up and there are mere seconds left. Gretzky hunts around for the puck, picks it up in his own half, carries it forward, seeks out a team mate and...





9 ... TRA-KOOM! (Note: this is an explosion noise.) The Rangers are back in it at 7-7. Gretzky once again celebrates cossack-style as the clock reaches zero and the game moves into SUDDEN DEATH.

10 One goal is all it takes to win the game. Anaheim prevail at the face-off, scuttle towards the Rangers' goal and have a shot. It just misses, hitting the boards behind and sliding round to...



11 ...GRETZKY! Oh yes, the stadium buzzes as America's prime pucker carves a slick curve across the ice, passing one, two then a third opponent. He's in on goal, one-on-one with the 'keeper...



12 ...and TWOT! He scores. 8-7 and the New York Rangers win. The Mighty Ducks' Coach Estevez later commented: 'Well, that's ruddy well done it, hasn't it? Now I'm even less famous than Charlie Sheen'.



GO! GO!

JOIN SIDES!
For a cunning-as-a-fox two-player Practice Mode, plug two controllers in before you switch on the machine. Once things are up and running, zip along to the Main Menu and select the Practice option. Now press A and hold on both controllers. If done properly, both player selectors will appear in the left hand column, allowing you to partake in a wholly versus the computer match.

STICKING AROUND
When playing *Gretzky*, you only actually take control of one of the members of your stick-wielding side whilst the computer takes care of the rest. However, if you want to take hold of a CPU-controlled player when they get hold of the puck, you can actually just tap the Right shoulder pad to do so. Or, merely go to the Options screen and change from manual Player Switching to automatic. Now, everytime one of your players has the puck, you'll have control of them, rather than the computer (although, it's worth remembering, the computer is a useful ally when you first take to *Gretzky*).

Ice hockey, although American, is a perfectly acceptable sport. While inadvertently falling down a mine shaft might appear more inviting than an afternoon in the company of *NBA Hangtime* or *Power Pro Baseball*, a few hours watching the inhabitants of the National Hockey League scoot about a 64-bit ice rink isn't something we'd object to.

And so we shouldn't as this super-fast, super-smooth Midway package turns out to be a strapping hunk of a game that'll produce guffaws and gasps aplenty in a fashion only equalled by *ISS64* in the sports arena. (Although those expecting a Konami-like all-over sheen will be somewhat disappointed.)

The main point of interest will rightly be the analogue stick, which allows for a wonderful sense of on-rink freedom. Swooping around, picking up the puck and accelerating away towards goal is magically done, with the *glide* of the ice perfectly recreated, while collisions, tackles and the thwack of stick on puck feels every bit as solid as it should.

Occasionally, the logistics of ice make for understandably frustrating play as you home in on an opponent, miss your challenge and find yourself unable to recover quick enough to prevent them scoring, but the fact that, for the first time, it actually *feels* like you're sailing across the polished surface of a rink is such an accomplishment, you'll easily find it in your heart to forgive and forget.

Gretzky is split into two modes: arcade and simulation. Less-serious ice hockey fans will opt for the former, which doesn't have stoppages for penalties and rule-breaking and, instead, goes for a smattering of fist-fights, fouling and flaming pucks. The simulation mode, though, reinstates all the rules of the game and also allows for increased team membership (anything up to five-a-side) and substitutions. There are also spells in the Sin Bin for those who commit in-match stick crimes.

Multi-player mode, though, is where *Gretzky* really comes alive, with up to four puck-players able to take to the rink at any one time (with colour co-ordination allowing you to properly use those multi-coloured joypads). Mastering the C-Buttons is the key to enjoying this set-up, with each one designated a separate dastardly function. Left C, for example, body checks



Gretzky is almost, but not quite, as much fun as air hockey. Tch, eh?



Two-a-side matches tend to be poorly attended by the public.

"I bet I can stop my stopwatch exactly on '5'." "Bet you can't."



Possibly the scariest part of the whole game – all right, the only scary part – is when a player from each team rises mysteriously out of the ice before the match. Wil, particularly, is haunted by it, and has had nightmares.

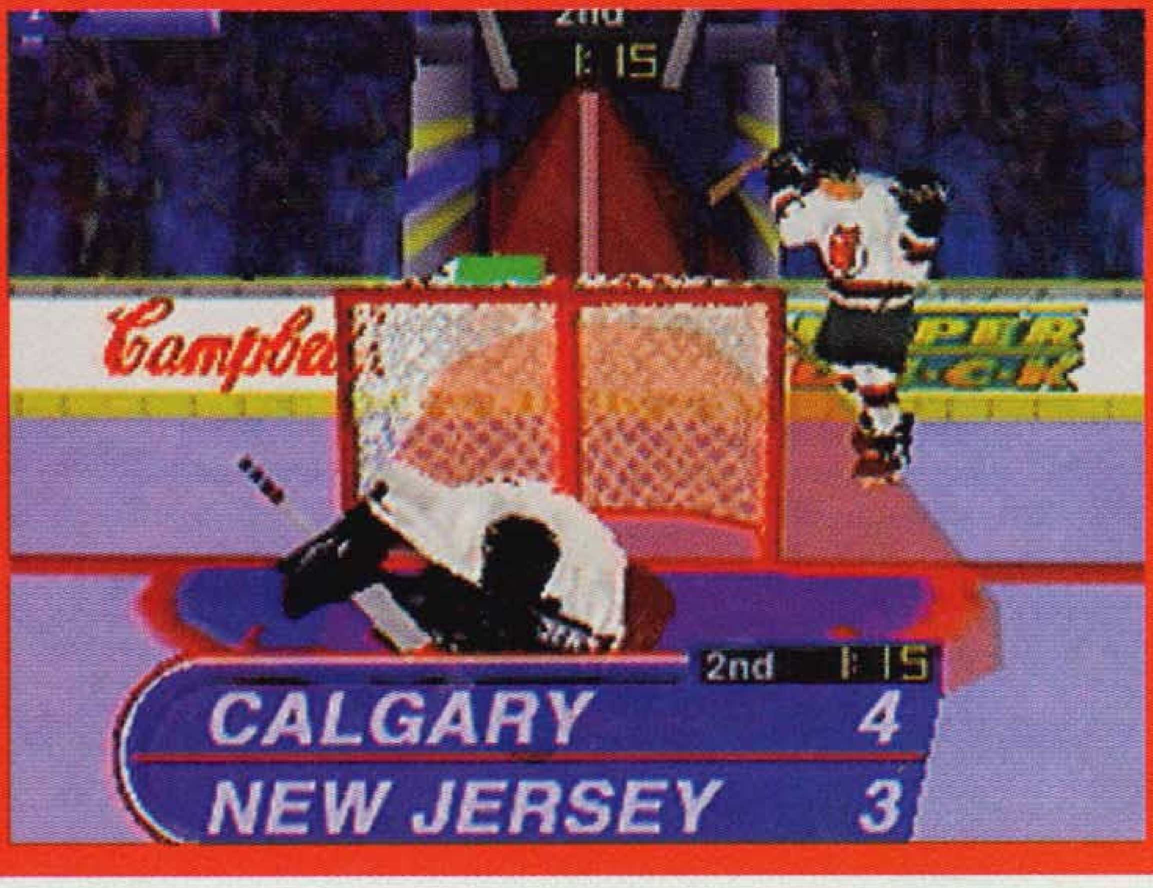
With all that ice around it can get a bit chilly, but that's still no excuse.





"Great goal, Al." "Thanks, Bert." "No, I mean it."

New Jersey's goalie is being quite literally as sick as a parrot, here, it would seem.





your opponent, giving you the opportunity to flatten them *and* steal the puck (which is probably the point). These become essential later on, especially as the CPU-controlled players are quite prepared to give as good as they get.

It's at the feet of the CPU-controlled players, though, where Gretzky and his *3D Hockey* comes a bit unstuck. The incentive to become unbeatable at the game is admirable, but the AI sometimes astonishes with its plain-as-day last-second winning goals and occasional fouls without contact. During a season, you'll loose count of the times where you've been 9-8 up with 10 seconds left and then been left staring at the "Game Over" screen with a 10-9 score flashing at the foot of the screen.

And, in truth, for all the 64-bit visual mastery on show, there's really not a lot more to *Gretzky* than the SNES and Mega Drive *NHL* games of old. In *ISS64*, at least, you can produce a wealth of moves that would never have been possible on the SNES (and even the PlayStation). Here, though, apart from the analogue stick-led slide of the ice, there's nothing that wasn't previously accessible in the 16-bit world. But that's probably more to do with the sport than anything Midway have done wrong.

As for **N64**'s (i.e., notorious tight-fist Jonathan's) previous review of *Gretzky*, well... slightly harsh, in truth. 70% is a mark for good baseball games, not good ice hockey games, and certainly not ice hockey games that are this enjoyable. It has its faults, yes, but Midway's first N64 game is still one of their best. Get *International Superstar Soccer 64* before you get this. But then get this. Hmm?

TIM



△ *They might look pretty butch, but Torville and Dean could have them.*

▽ *Or Robin Cousins, probably, on his own. Without a stick, either.*



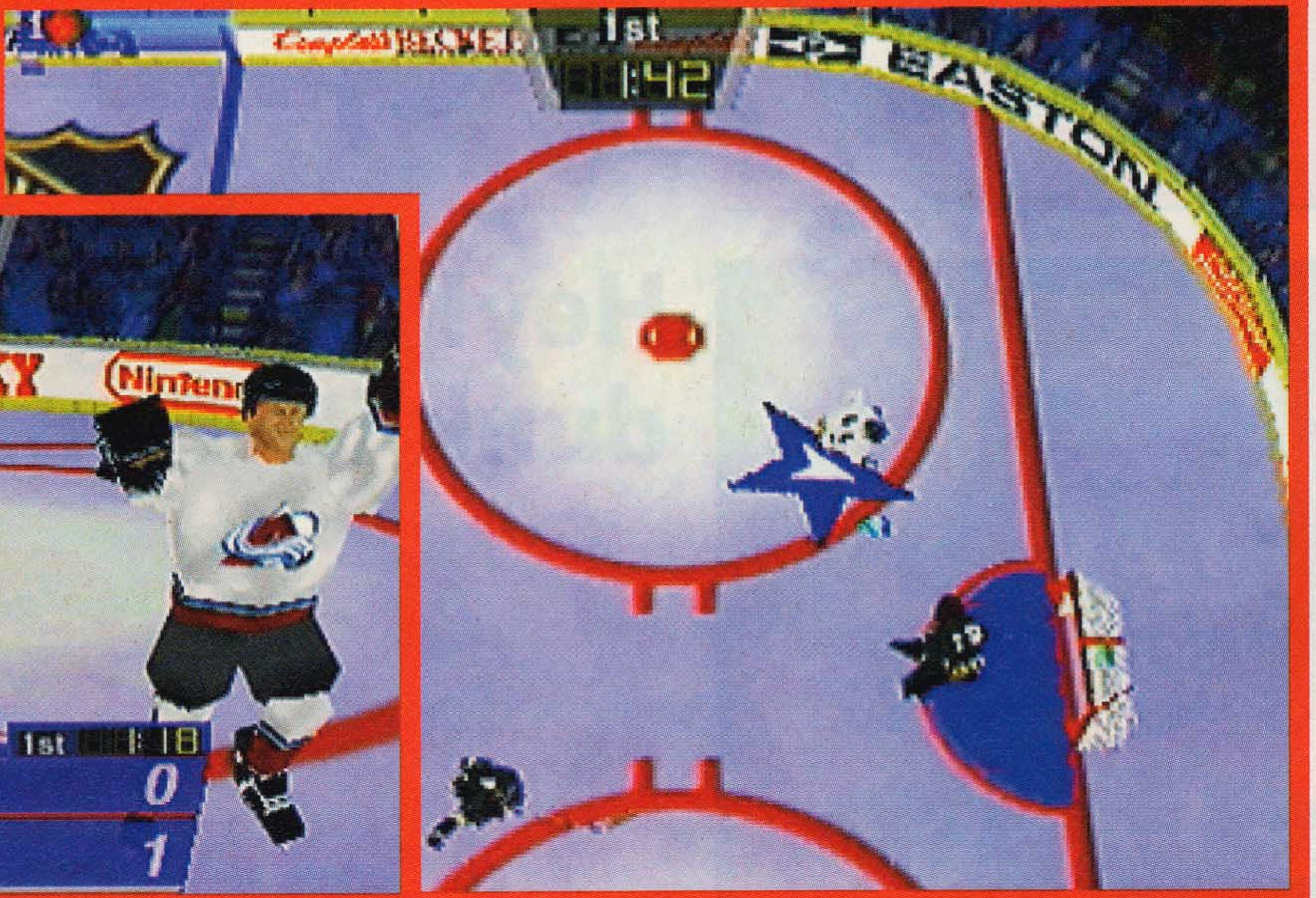


△ *Tim's clearly been having fun with the multi-functioned action replay mode. Too much fun, possibly.*

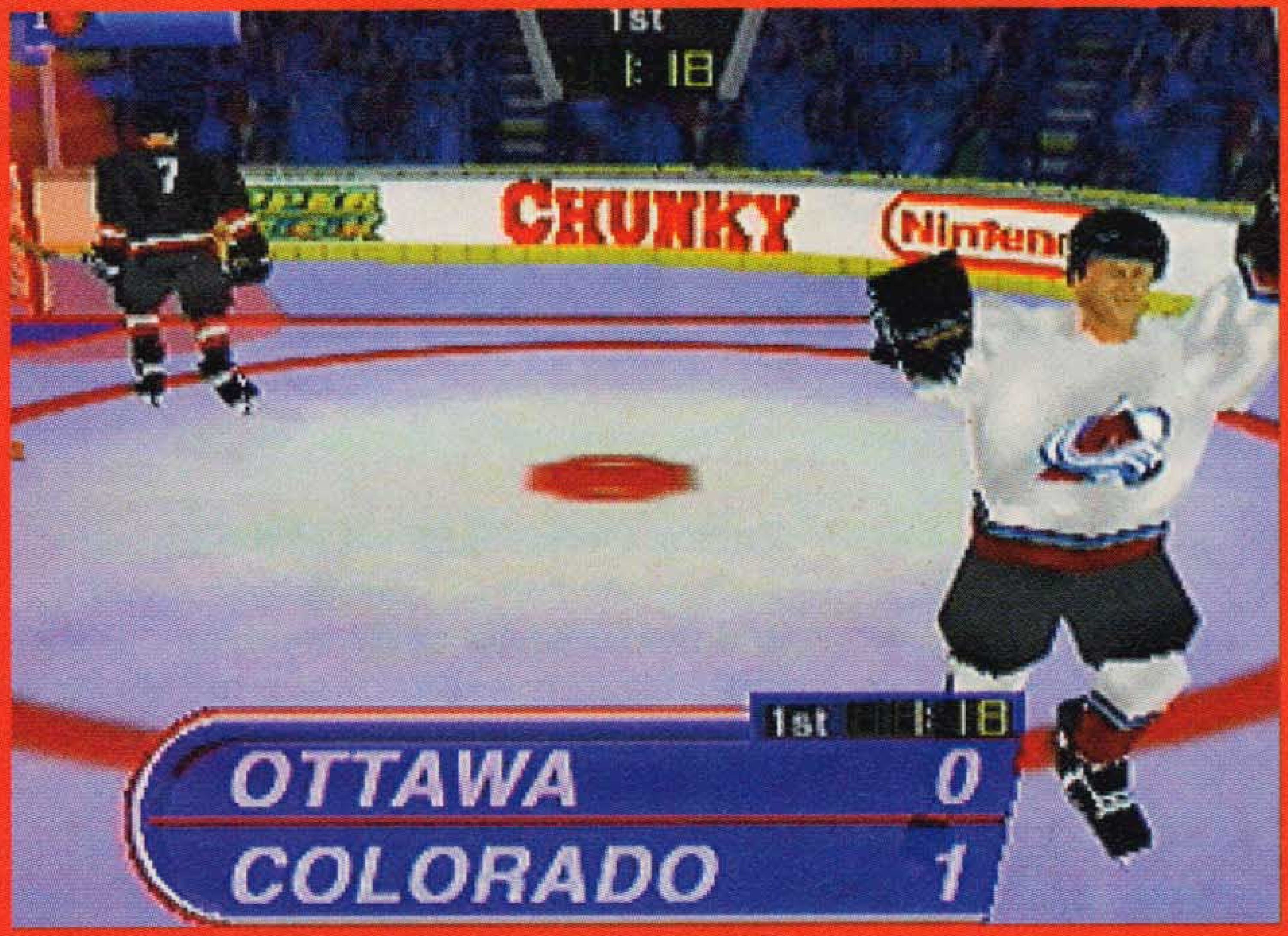


◁ *The big arrow, in case you're wondering, points to the player you're in control of.*

▽ *Some views almost look like old SNES ice hockey games. Tch, eh? Tch. Oh yes indeed.*



▽ *No guesses which team's scored here. It's certainly not the blacks.*





△ *"This roll-on stuff takes ages to dry." "I know."*



"That's not a goal." "Yes it is. Look – there's the puck, in the goal." "It could just be a scratch. Or a paperweight." ▷

▽ *Don't ever expect to see anything other than ice skaters skating around some ice in Gretzky. It's that kind of game.*



TRADING PLACES

Start a game. Get yourself to Setup, then Options. Now, hold L and tap Down, Down, Up, Up, Down, Down, Right, Right and Down (on the C button pad). Once you've managed that, leg it to the Records option and then access Team Stats. Now press Top C ten times and the secret 'Modify Teams' option appears. You can now chop and change the teams on offer to your liking (however, like the Super Teams, you can't play a whole season with your new side).



MORE!

The complete set of *Gretzky* cheats appear in this month's Nintendo Hotline Cheats section. Merely use your fingers to turn the pages...

7 VISUALS

Not stunning, but satisfyingly ice-like, and the motion-captured players are lovely.

3 SOUNDS

Inexcusable guitar rawk that sounds like Guns 'n' Roses, and barely audible crowd FX.

7 MASTERY

Sleek control tailored to the analogue stick, although play occasionally lacks detail.

8 LIFESPAN

Multi-player mode is splendid, and the options on offer, life-filling.

VERDICT

Bullet-fast, liberally violent and enthralling in multi-player mode, *Wayne Gretzky's 3D Hockey* is the best ice hockey game on any system.

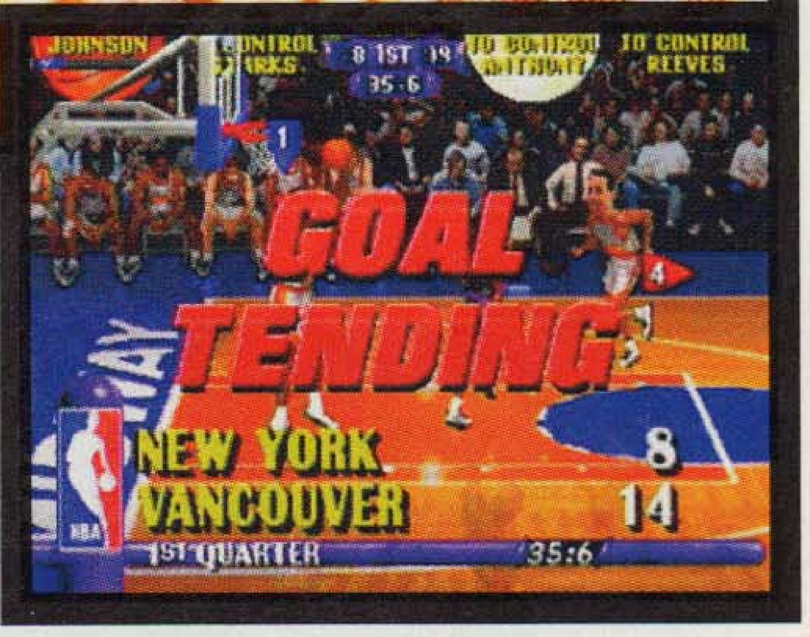
75%

PREVIOUSLY IN N64 We reviewed the US version of *Hangtime* in issue 1. It got 52%.





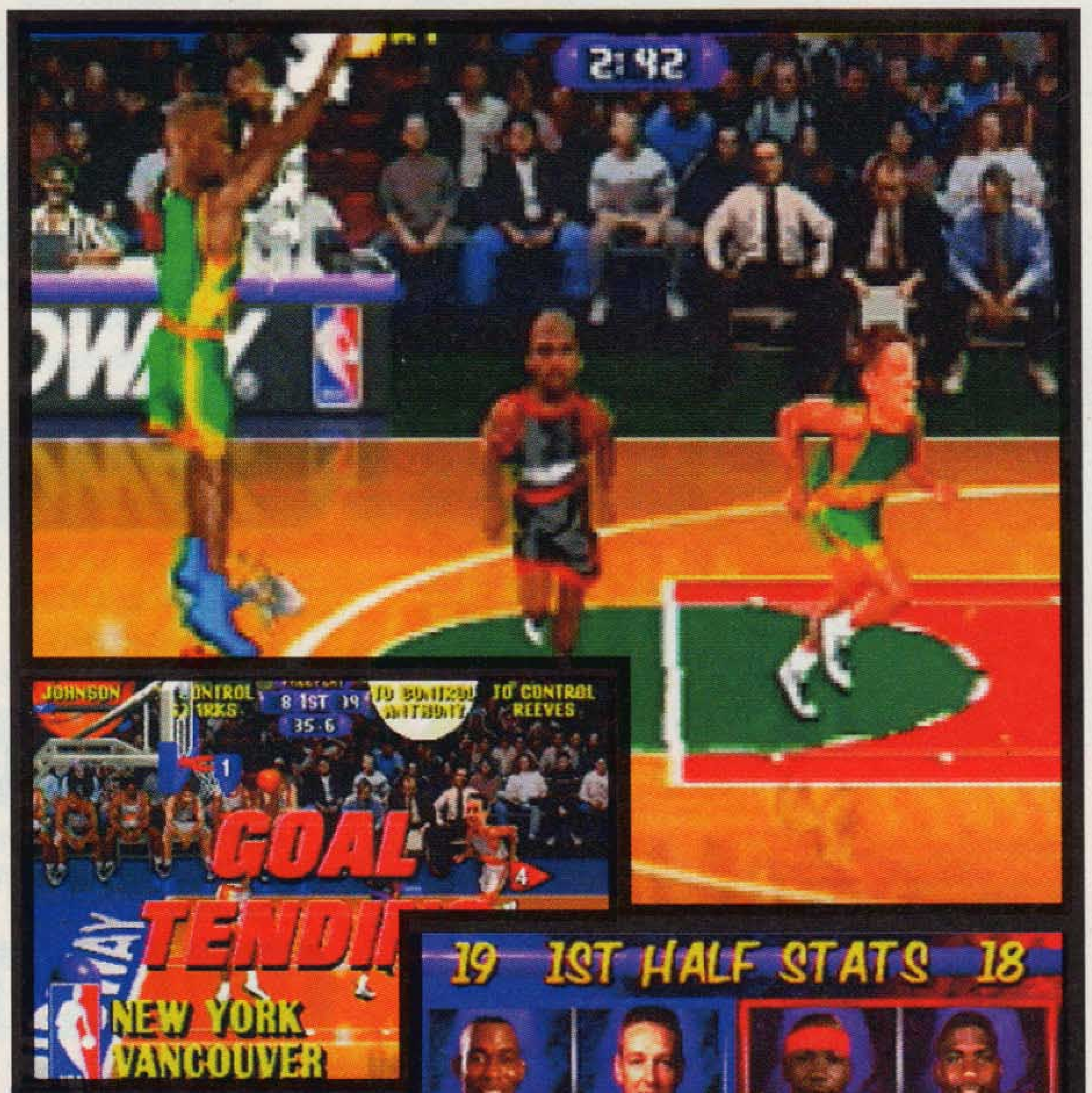
△ The strange, disjointed faces run around the court scaring children.



You cheater! You deceiver of men! Goal-tending is a hanging offense in Alabama. ▷

NBA HA

Hey! Let's get ready for dunk it! Erm, boom shak



△ Once a basket's been dunked, you get a spot of this. Which is nice. And that.

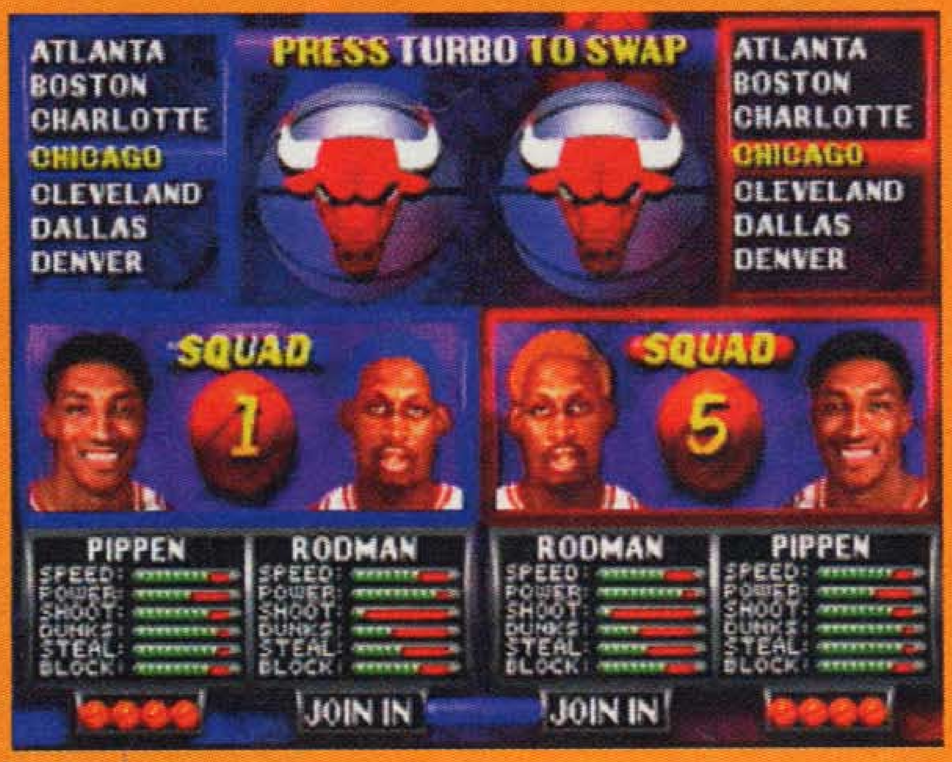


Schrempe. Nice name. Robinson. Nice headband. ▷

HIDDEN HANGTIME

One of *NBA Hangtime's* most nearly-exciting features is its extensive cheats library – a relic from its coin-op origins, where a plethora of hidden features would, it was thought, keep the kids popping in their coins even when they were past caring about the game itself.

Cheeky Dennis Rodman of the Chicago Bulls is one half of your default squad – and the conventionality-spurning individualist is well known in the US for his quirkily-coloured coiffure. Literally seconds of lifespan-enhancing amusement will ensue when you discover that you can change the colour of said barnet by pressing the Pass button after you have selected your team. Hair-larious!



ENGLISH PHRASEBOOK

A brief glossary of some of the terms yelled by the excitable commentator in *NBA Hangtime*.

He's on fire!
He's playing well

From downtown!
That shot travelled some distance

Serious hangtime!
No jokes, please; we're Americans

Hangtime, y'all!
Could you direct me to the airport?

Boom Shak-a-lak-a!
My wife has a swollen hat

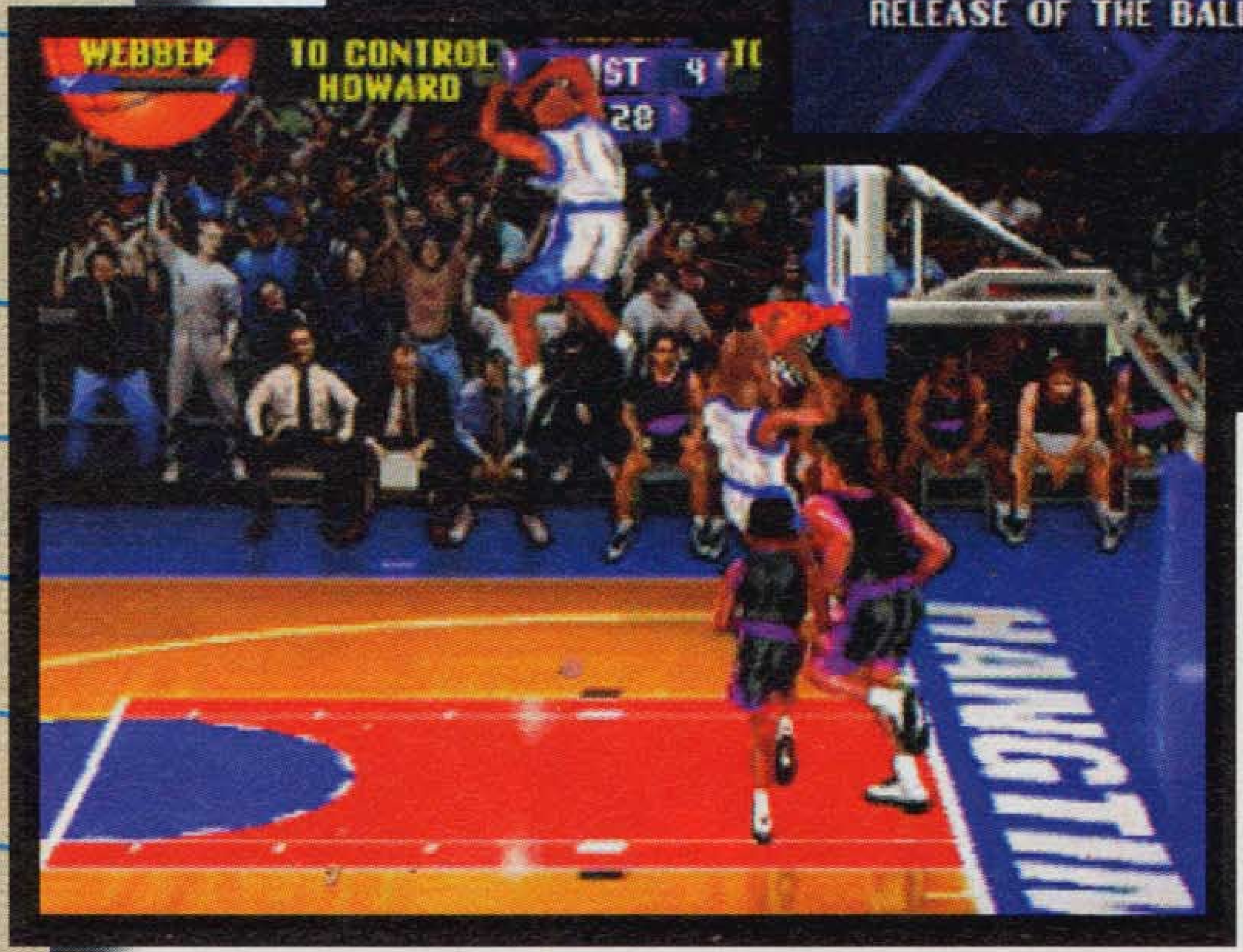
Ram-a-langa-ding-dong!
I wish to sample your trouser-press

Ugly shot!
My shirt smells of fish

All that and nothing else!
Er... no idea



At the end of every period, the CPU gives you a smidgen of advice.



"Oooooh!" shouts the commentator. "Ooh, ooh!" Yep, alright. "Ooh!" Tsk.

TOP TEAMS
All the teams are real and they've got badges!


The Sonics


The Do Not Tumble Drys

NBA Hangtime
GT
Out now | 64M | 1-4 | ~~Controller Pak back-up~~ | On-cartridge back-up
£60

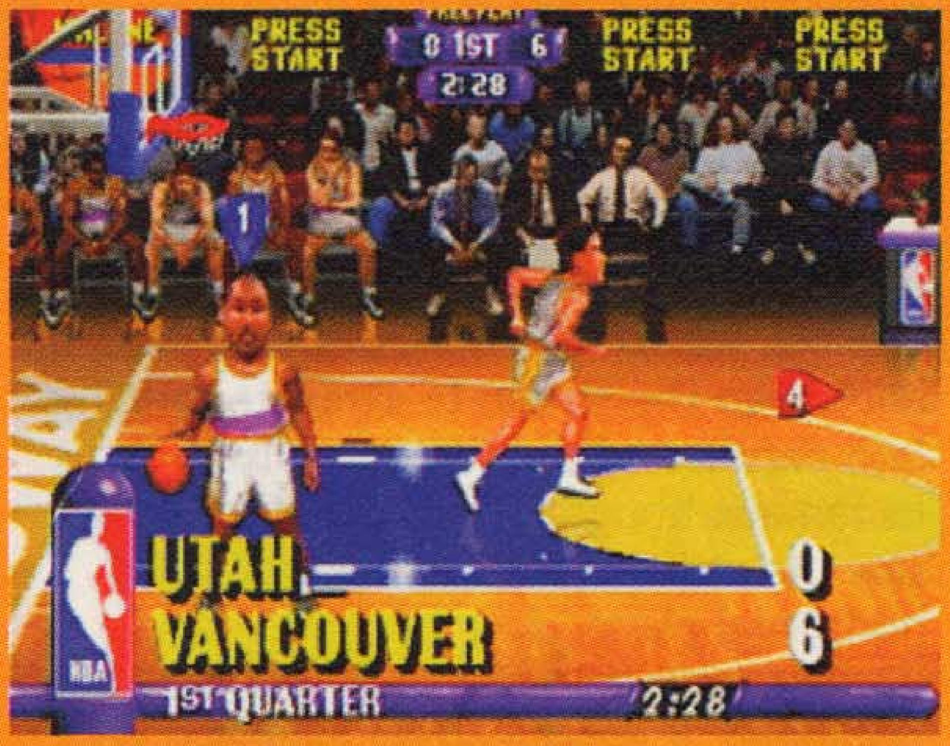
NGTIME

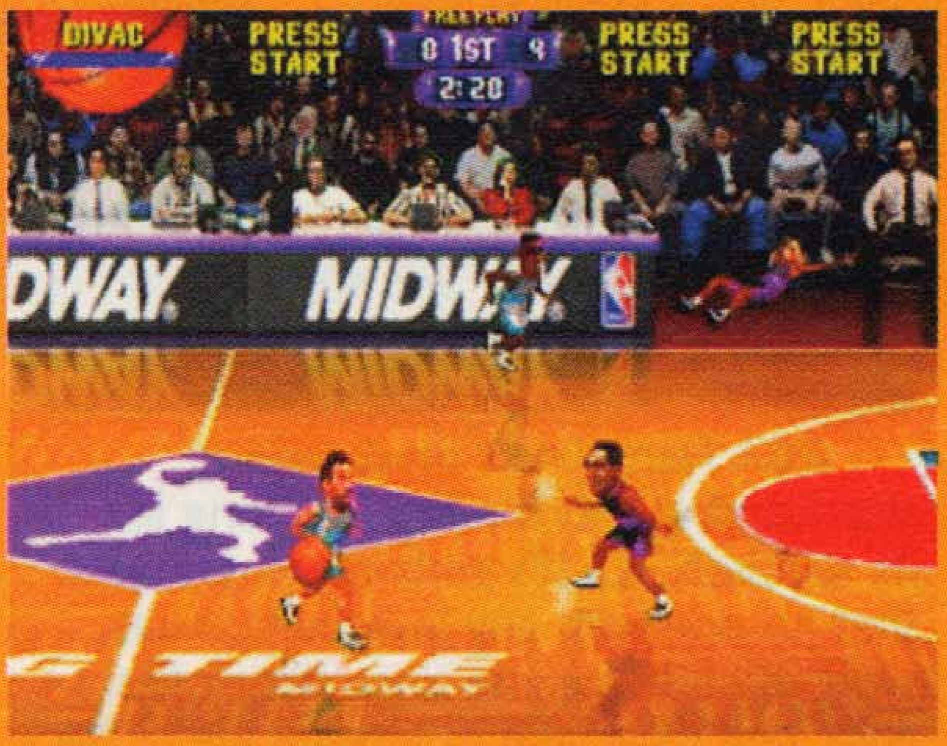
some serious Hangtime, y'all! Um, -a-lack! Oh. Tsch. Who cares?

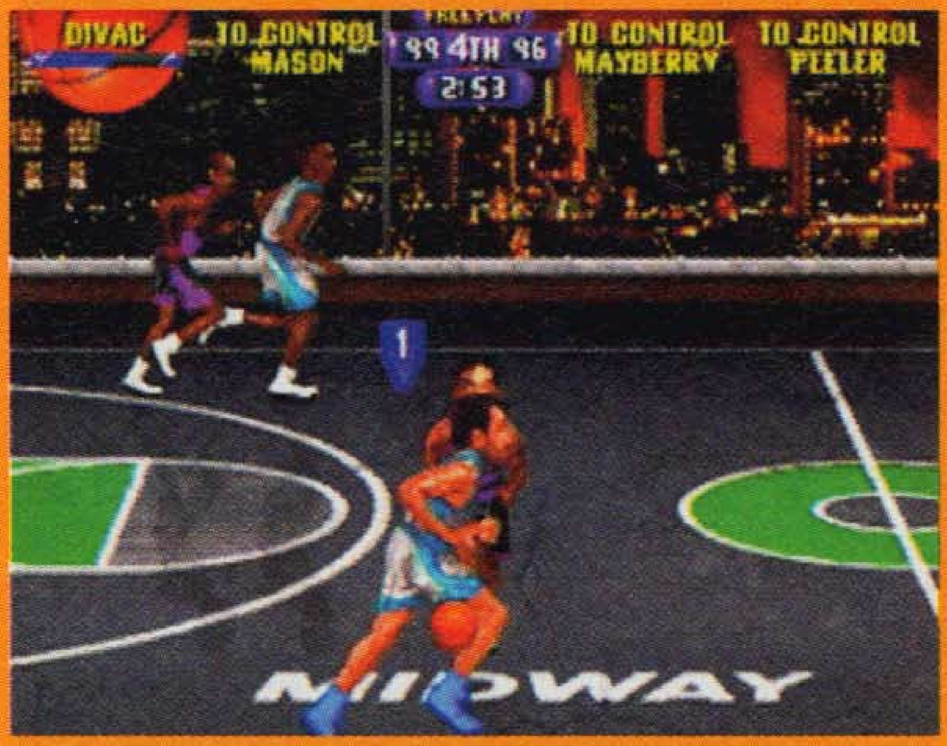
The original *NBA Jam machine* had a gut-splittingly entertaining Big Head mode, and *NBA Hangtime's* designers have oh-so-cunningly taken that original idea and – exhibiting all the awesome imagination they've shown throughout the entire game – copied it. At the team match-up screen which appears after both sides have selected their players, before the 'action' itself, hold Up on the joystick then press Pass and Turbo at the same time.

Even more outlandishly rib-tickling, though, is – wait for it – the Baby Mode. Rather than have big heads, you see, this gives the players... small bodies! A-ha ha ha. Use your three control buttons to enter the number 025 at the team matchup screen if you feel ready to experience this comic phenomenon.

For some infinitely-welcome relief from the same-old same-old indoor basketball court on which you'll endure most of your 'hangtime', hold Left on the joystick and push the Turbo button three times quickly at the team matchup screen. Your reward? An all-new playing surface, atop a block of flats. Or, since we're in America, a block of 'apartments'. Whatever.








The Grizzlies


The Knicks


The Mets


The 76ers

GO! GO!



The Flaming Ball-Things



The Kings



The Brranooradddsies



The Raptors



The Bullets



The Green-as-you-likes



The Eagles



The Hornets

HOOP DREAMZZZZZ...

There's a Create Player facility in *NBA Hangtime* and – get this! – you can create your own player! Oh, alright, as much as we hate the game, there's no denying, producing your own freaks is a veritable smile-fest...

NBA HANG TIME MIDWAY



1 △ *Um. Anyone... why did I take this grab?*



2 △ *Aaaanyway, here's where you can zip to the...*



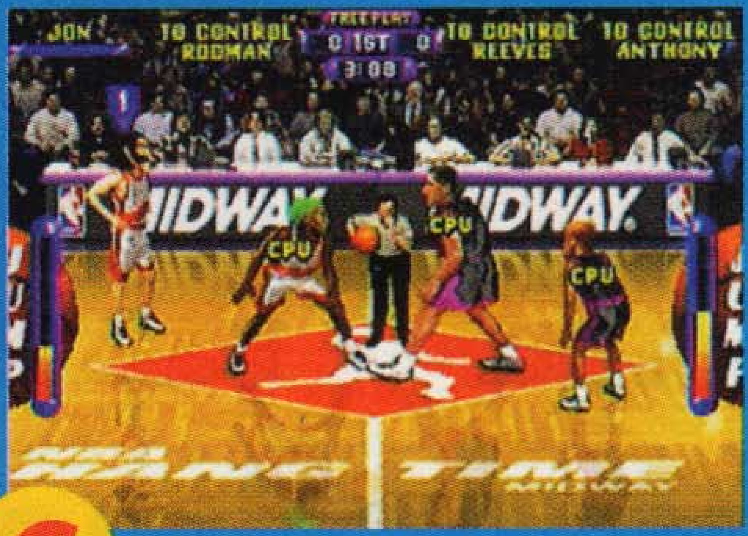
3 △ *... Create Player facility. And – look – I'm a spud!*



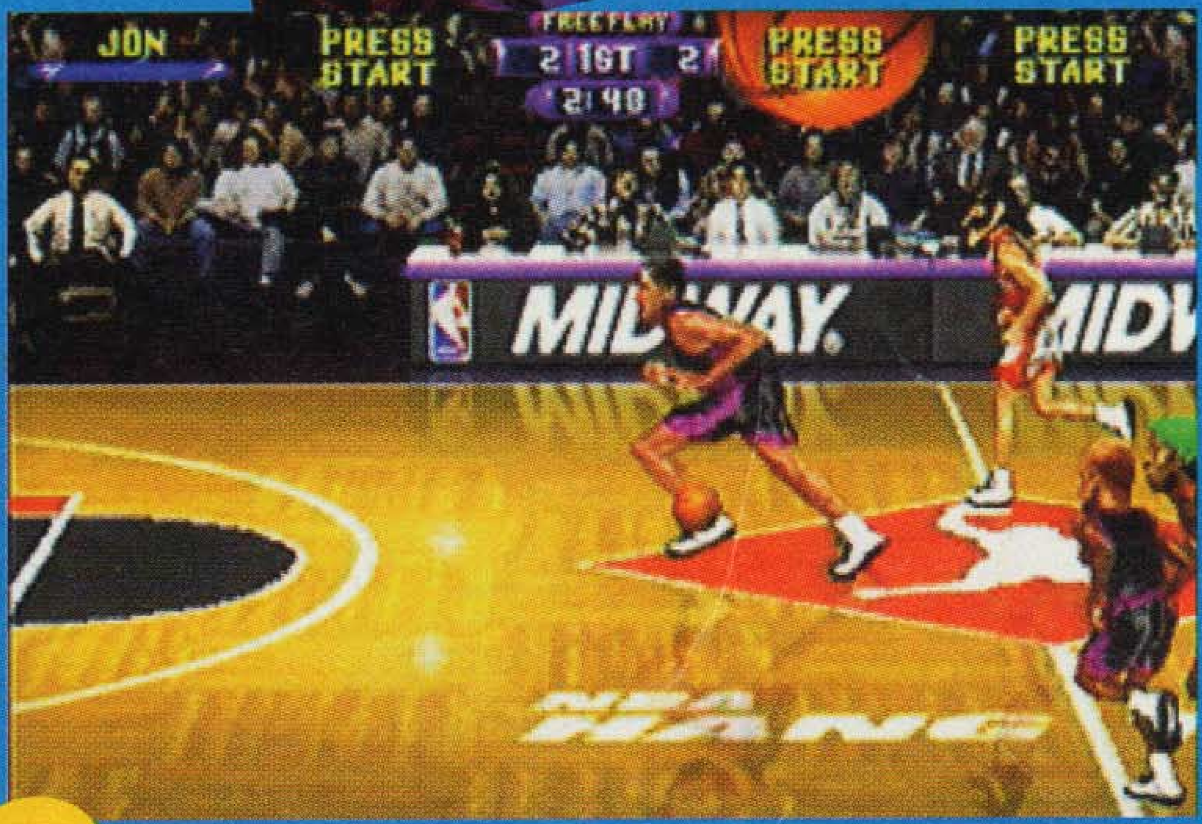
4 △ *The ol' Chicago Bulls seem like a good choice.*



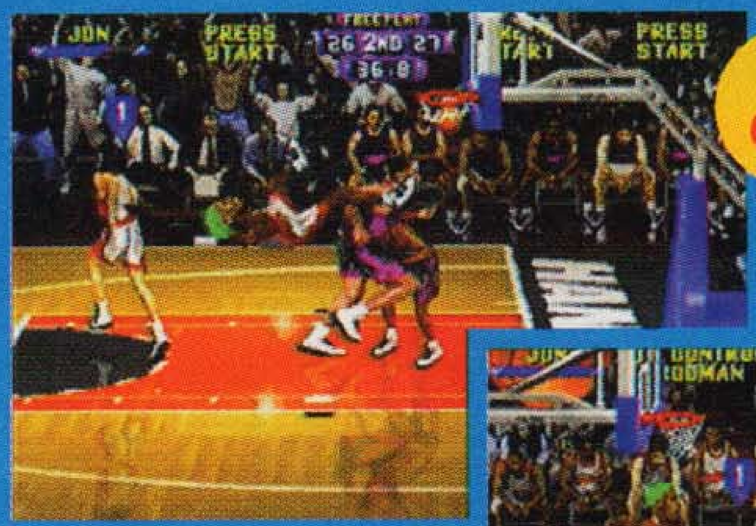
5 △ *And so I venture off into battle with...*



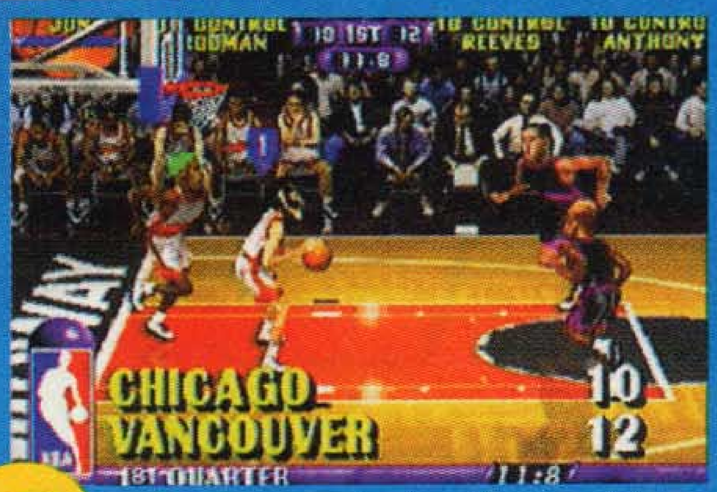
6 △ *... beardy-boy in tow. Bit of a camp stance, there.*



7 △ *Mmm. Maybe I was a bit mean in the legs department. And did I actually give him any pace? Or looks? Or talent?!*



8 △ *Yep. Really getting into the thick of things, here. "Hello, Mum! Look I'm playing basketball!"*



9 △ *"Alright, then! Come and, erm, get some!"*

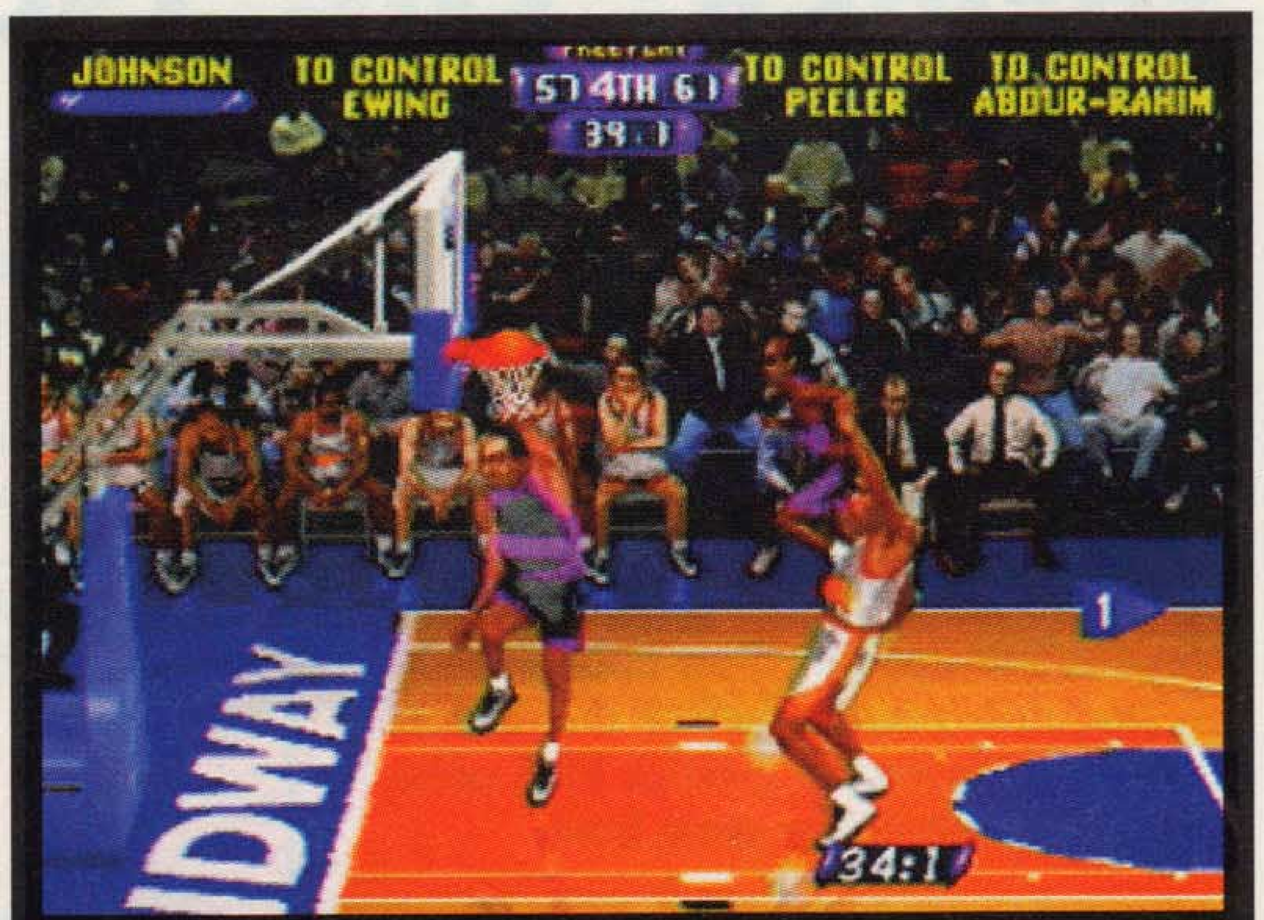
Perhaps you like basketball. Perhaps, even, you're a fan of that bizarre variation of the sport which pits teams of two players against each other, as depicted in the film White Men Can't Jump. It could be that you don't think this a mind-meltingly repetitive and frankly ludicrous pastime. Rumour has it these kind of people do, in fact, exist.

But even if you are a member of this mythical clique, you're going to be disappointed with *NBA Hangtime*. It's a workmanlike port of a recent arcade machine which itself has developed almost unnoticeably from the original *NBA Jam* – a novelty hit some four years ago. As a result, it makes no use whatsoever of any N64 features, feels hopelessly outdated, and is basically an insult to the hardware.

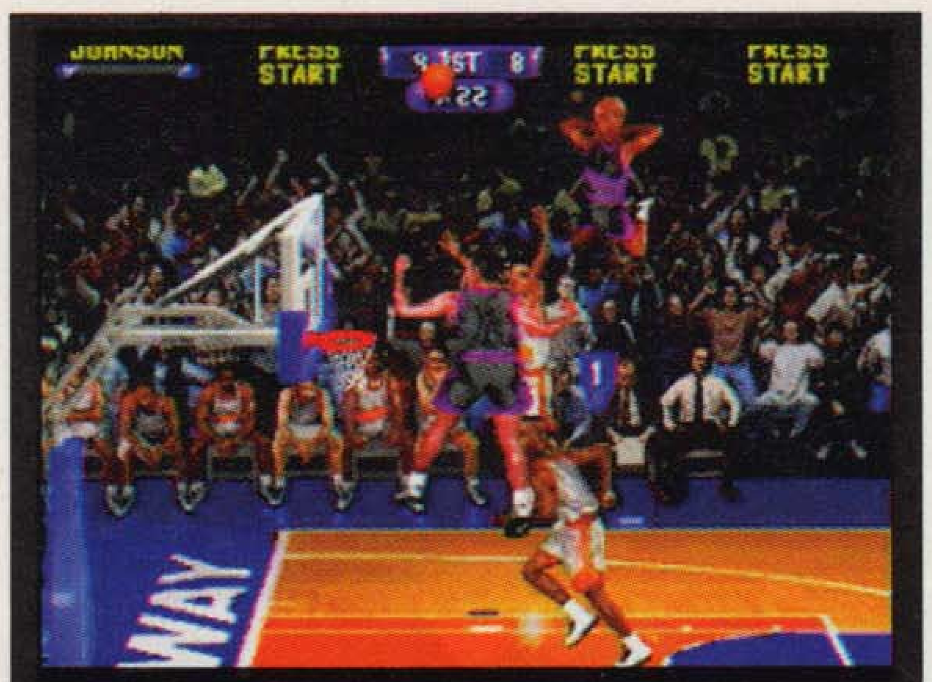
If, on the other hand, you find the endless to-ing and fro-ing of two-on-two basketball about as interesting as watching dried paint, you'll like it even less. "Oh, we scored. Oh, they scored. Oh, we scored. Oh, they scored. Oh, we tried something clever and it didn't work, so they scored. Oh, we shook our heads in disgust, and scored again, just by running towards the hoop and dunking the ball."

NBA Hangtime's most serious shortcoming – at the top of a long list – is its slapdash 3D. It's embarrassingly clear that no-one with any imagination has worked on this game since the earliest *NBA Jam* days, and as a result we're still saddled with the confusing, inane and utterly unrealistic two-and-a-half dimensional approach of the ancient original, whereby unscaled sprites lurch up and down the screen to simulate running into depth, and the camera – fixed-focus Instamatic bought for £1.50 at a jumble sale that it is – tracks across on a fixed horizontal plane.

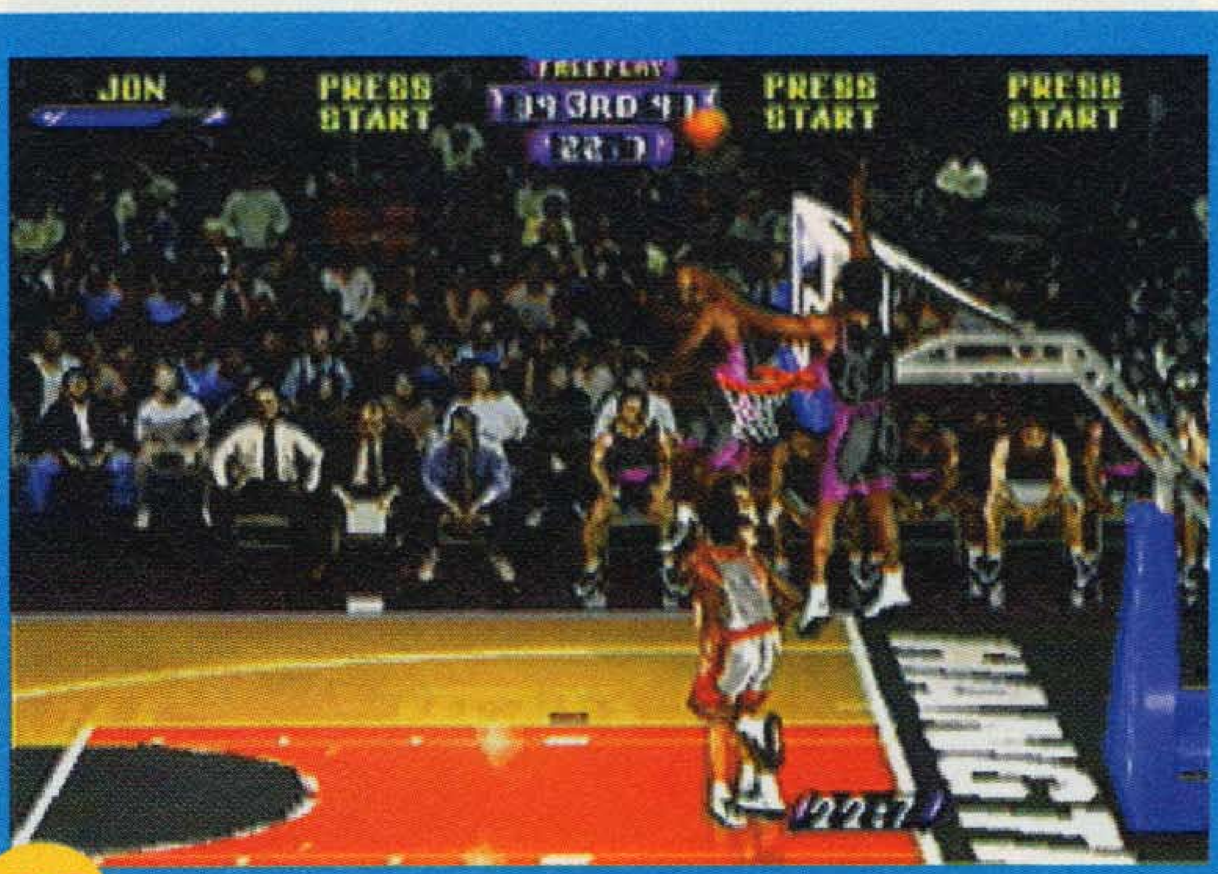
Not only does this *look* rubbishly old-fashioned; it exponentially increases your irritation factor as you actually *play*. Is my



△ Groovy! Another basket goes in as everyone in the world falls asleep.



△ "That's Grade A, buddy-o!" A basket is nicely dunked in NBA Hangtime.



10 △ *Aaaaaaaaaaaand, mornin'! Almost. Well, not at all. Sadly, Vancouver are a bit handy at defensive play. And so I still haven't scored. Pfff.*



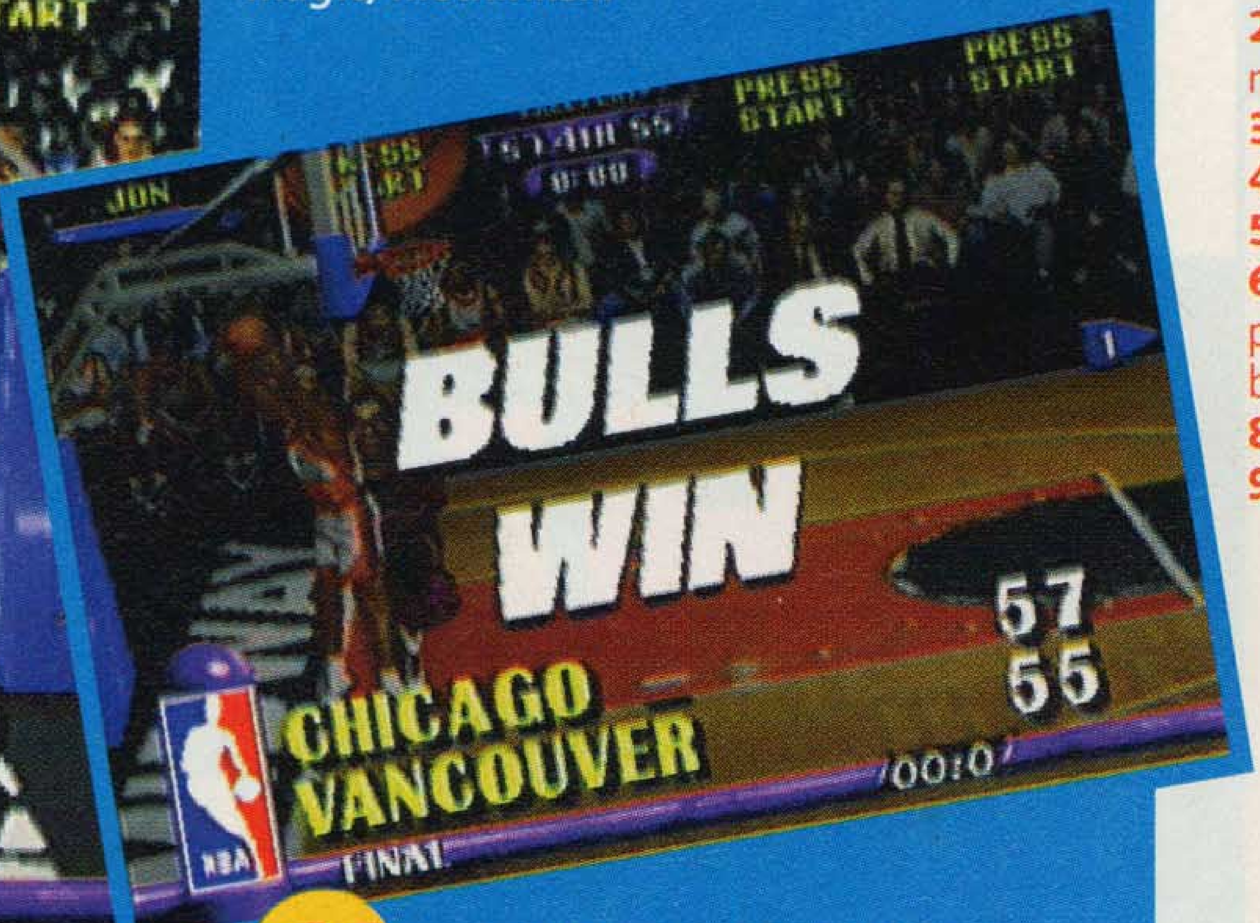
13 △ *And we're back in it. A moment of welcome inspiration from my tramp-like creation means tension aplenty. And Rodman's just handed me the ball. Time for some magic, methinks...*



11 △ *But, with Dennis Rodman on my side, there's always a chance of recovery.*

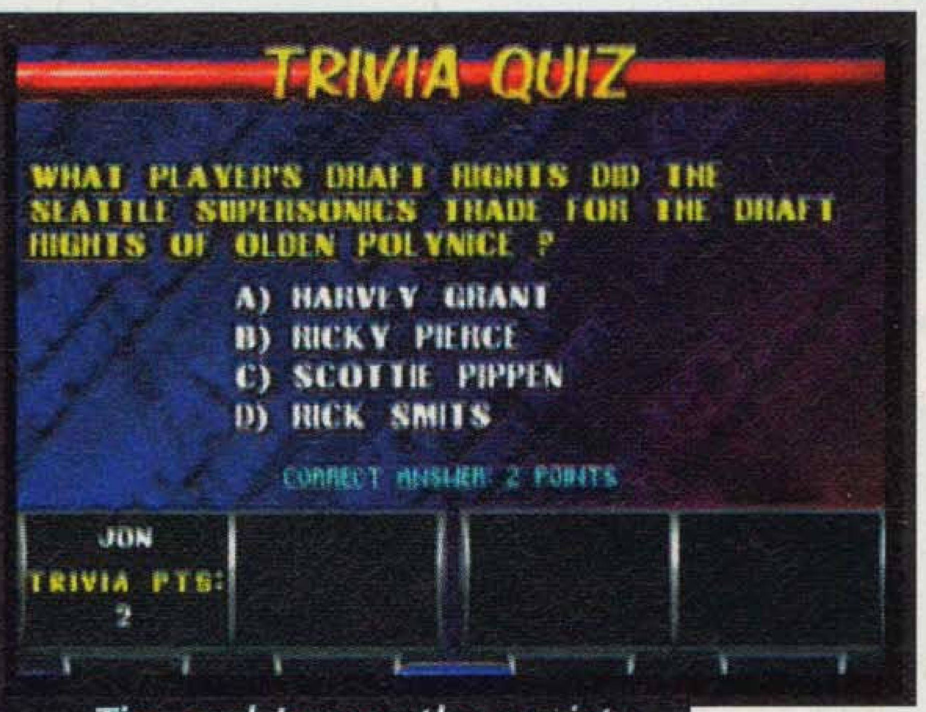


12 △ *Well, I'll be honest, it's certainly gone better than this before. And beardy's gone and lost interest altogether, starting a conversation with some friends in the crowd. Still, there over a minute left yet...*



14 △ *Oh-ho-yes! A cracking victory by two points. It's amazing quite how often that happens.*





◁ *Tim and James, the purists choice of basketball player. Good looking, suave and with particularly nice hair.*

character in the right place to block that shot? Or is it just impossible to tell? (Clue: it's impossible to tell.)

Other unreadable pages in *NBA Hangtime's* catalogue of failures include Chapter One – Failure To Implement the Analogue Joystick, Leading To 45-Degree Imprecision; Chapter Three – The Lack Of Any Kind of League; Chapter Seventeen – Obstructive Options and Game Set-up Screens Ripped Thoughtlessly From The Arcade Machine and, teeth-grindingly, Chapter Fivety-Four – The Way Your Computer Opponents Suddenly Get A Lot Better When You're Winning.

Arghh.

Stone-bloodily, though, we did manage to squeeze around 15 minutes' honest entertainment from *NBA Hangtime*. With four players 'on court' at once, and after everyone had finally worked out how the buttons worked, a genuine atmosphere of competitive hilarity was engendered. But the fact is that we were creating all the fun ourselves – laughing *at* the game as much as *with* it. If you gather more than two people around even the most awful videogame in history, they'll have a good time for a while: very, very quickly indeed, we got bored of saying "Serious hangtime!" in increasingly-ridiculous American accents, and one by one we quietly put down our joypads and sloped away to do something less boring instead. Like work.

There *are* a couple of neat things about *NBA Hangtime*. The design-your-own-player feature is to be welcomed, and the way you get to pump up your alter-ego's attributes after a string of four victories is similarly laudable. The convincing depiction of 150 real-life NBA stars – down to their individual faces, even – will no doubt please someone, and the intermittently spectacular (but, generally, disappointingly repetitive) special moves do go some way to distracting you from the soul-destroying mundanity of the game itself.

But none of that's enough to make *NBA Hangtime* even slightly recommendable. It's ignorant, noisy, vacuous and irritating.

JON

WAGGLE IT
When standing in position with the ball, tap the turbo button to waggle your arms and, hopefully, protect your possession.

THE NUMBER OF THE BEST
At the team matchup screen which appears just before play commences, you can enter various play-meddling codes by changing the three-digit number beneath your team's badge. Press the turbo button to change the first digit, shoot to change the second and pass to alter the third. Easy.

273 - stealth turbo mode
390 - no pushing
461 - unlimited turbo
552 - hyper speed
616 - both your players get max blocking rating
802 - max power
937 - legal goal-tends

3 VISUALS
Unacceptably archaic pseudo-3D, a stultifying lack of variety and bare-bones presentation.

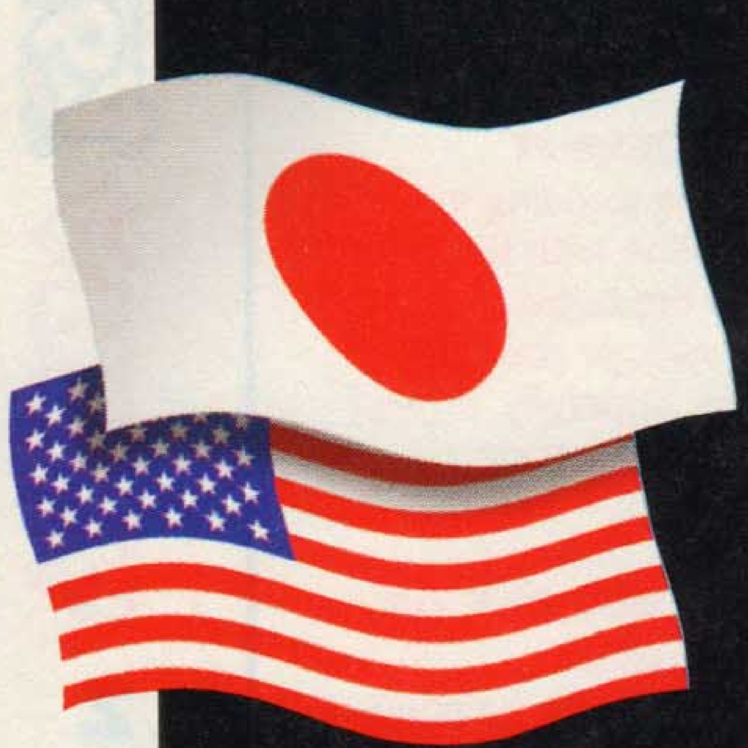
5 SOUNDS
Entertaining speech, but little in the way of effects, and loathsome music.

4 MASTERY
Slotting this into your N64 is like watching Brookside on IMAX.

6 LIFESPAN
Much too frustrating with only stupid AI to ensure re-play activity.

VERDICT
Boring, lazy and impossible to like. Hanging's too good for it.

52%



From this page on, every game reviewed in **N64** is only available on Japanese and US import. We'll do more in future issues on any that're released in the UK.

IMPORT ARENA

PREVIOUSLY IN N64 We reviewed *SM64* in issue 1 and tipped it in 2, 3, 4 and 5!

SHINDOU SUPER MARIO 64

Shindou Super Mario 64		
NINTENDO		
(Japan) Out now	64M	1
(UK) Unlikely	~~Controller Pak back-up~~	On-cartridge back-up
¥6,800 (Approx £34)		



Besides the Rumble Pak support, there are a few other differences here. Although it's Japanese, *Shindou Mario 64* contains all the changes that were made for the American translation – increased voice samples, real speech at the end, a few aesthetic touches – which you'll also have seen in the UK's PAL conversion.

The effect of the Rumble Pak is immediately apparent. It thrumbles when you

SHINDOU RE-

The Rumble Pak might have worked with earlier titles benefit from a re-release in

So, what's special about these *Shindou* ('Improved') games that've just come out in Japan? Essentially, these re-releases are practically identical to the games you may already own, except they now include the necessary software morsels to support the Rumble Pak. Yes, you may have written it off as a novelty peripheral, a marketing gimmick, but the bods at Nintendo were obviously so pleased with their new toy that they just had to see if it would work with the likes of *Super Mario* and *Wave Race 64*.

Shindou Wave Race		
NINTENDO		
(Japan) Out now	64M	1-2
(UK) Unlikely	~~Controller Pak back-up~~	On-cartridge back-up
¥6,800 (Approx £34)		

SHINDOU WAVE RACE 64

In *Wave Race's Shindou* version, meanwhile, the time trial now includes that familiar Nintendo bonus, the Ghost Mode, so you can compete against your previous performance in order to improve on it. Strictly speaking, it's not a true ghost but a humble dolphin that adheres to your recorded racing line: presumably this is faster and easier to depict simultaneously, but you can't help thinking that a proper jetski with rider would have been more visible and thus better at revealing your mistakes.



But it's the Rumble Pak that justifies this *Shindou* release, and there are moments when it works very well indeed. If you make a fast turn on a sharp corner, for instance, a few

PREVIOUSLY IN N64 We did an enormous review and guide of *Wave Race* in issue 2.

triple flip, it ger-chanks when you get blown up, it even goes akk-akk-akk-akk-akk when you're being electrocuted by a Spark. Its most successful application is probably when you're swimming in very deep water: as your oxygen is gradually exhausted, the occasional shivers of the joypad build into a steady heartbeat shudder that exaggerates the pitiful red wedge remaining on your health meter.

However, *Shindou Mario* also introduces the rumbles at meaningless moments too. Plop into the water, you get a soft jolt. Jump through a picture, you get a bli-blip. Take one of the green pipe warps within a course and, even though absolutely NOTHING is happening on screen bar the fade-to-black, you get a little shudder from the joypad. In short, the wretched thing never stops rumbling.

Before you write it off on premise alone, we ought to state that we think the Rumble Pak works pretty well in *Starfox 64*. It cuts in only occasionally, it uses the different wobble strengths to their full extent, and it only goes into overdrive when your Arwing is being blasted to confetti or is hobbling to the end of the level. At its best, it accentuates those critical moments where its effect will act as just one more factor on your already beleaguered concentration and reflexes.

Furthermore, the whole point of the pak in *Starfox 64* is to create a warning signal that is generally undesirable: you do your best to evade the danger and actually stop the rumbling. *Shindou Mario* misses this point completely. Physical feedback every time you perform a butt slam? That's just asking for repetitive strain injury, that is.

All in all, the Rumble Pak adds nothing to the experience of *Super Mario 64*. In the long term, if you had this game, you'd probably get so fed up with the constant jitters that you'd take the Pak out.

ZY

▽ *Once more with rumbles? Probably only if your bonkers.*





△ *Next month:* Shindou Mah Jong Master. *Probably.*

9 VISUALS
Words simply cannot do it justice. Which is a nuisance. Rats.

8 SOUNDS
Simple fare, so cleverly employed that you won't notice it grow on you.

9 MASTERY
A totally immersive lesson in game design, feedback and control.

8 LIFESPAN
It's such a disaster to finish *SM64* that you'll pretend you haven't, and start all over.

VERDICT
Swahili holds the only word to sum it up. *Super Mario 64* is absolutely tsufufum.

96%

RELEASES

Starfox 64, but can Nintendo's sub-sonic Feely-Vision?

A Rumble Pak can be picked up for just ¥1,400 in Japan – that's around £7 – and requires two AAA batteries to do its stuff. It also boasts a range of 16 different rumble intensities, from *whump-whump* to *jigga-jigga-jigga*. Better baffle your bass bins, as they say in Bristol.





James went on a 750cc jetski on holiday. He came off a shaken man, apparently. ▷

vibrations set in to warn you when the back of the ski has started to slip out. Or when you ride straight into a regular tide, and your ski starts to hop over the crests, you can actually feel the bump-bump-bump of the waves slapping against your hull. At other times, its use is completely predictable: a heavy wrench for when you smack into a mine, or a slight wobble when you splash down after a flip.

◁ *A little bit of George and Barbara action here for our hapless rider.*



To be honest, ordinary *Wave Race* already boasts some pretty spot-on sound effects and samples to convey the bad things that happen to your jetski. It's just as effective to hear that hollow bass thud and the "Eeek!" of Ayumi Stewart as it is to sense the eccentric rotation of a metal weight under the joypad. The addition of the Pak doesn't, therefore, take the game to a new dimension. And although it can vary its vibrations to some degree, the Pak simply hasn't got the range of oscillation to convey fast, light or high-frequency contacts.

On the whole, though, the pak works a lot better here than with *Shindou SM64*. If you don't already own *Wave Race* then these extra bits make the *Shindou* release the best version to acquire. That's assuming you have an import machine, of course.

ZY

9 VISUALS
Too incredible to convey in static screenshots, the swelling, flowing water has to be seen to be believed.

7 SOUNDS
Considerable speech and believable effects atone for its tunes

9 MASTERY
Analogue control and naturalistic graphics in perfect harmony.

8 LIFESPAN
We thought we'd be tired of this by now, but no. The two-player potential is a vital contributing factor.

VERDICT
A thoroughly innovative and successfully ambitious racer.

90%

PREVIOUSLY IN N64 We reviewed the Japanese version of *Starfox 64* in issue 3.



The Blue Marlin now appears to be called the Blue Marine, as if it's a suffocated soldier. Odd, eh, readers?



We can only assume that in America there are frog-eating monkeys. Yes.



Peppy sounds suitably Alec-Guinness-like. The cut-scenes remain just as good as the Japanese version's.



We knew this line would be in there somewhere. It had to be.

DIE, BLAST YOU
It's of no consequence, we know, but we wonder if anyone out there has managed to shoot down the ship that attacks Slippy near the start of the game on its *first* pass across the screen. We've scored a direct hit on it with a bomb followed up by a homing missile and it still won't go down, appearing to be invincible until it then reappears from the left. Blast it.



Starfox 64		
NINTENDO		
Out now (US)	96M	1-4
October (UK)	~~Controller Pak back-up~~	On-cartridge back-up
$60 (Approx £45)		

STARFOX 64 U.S. VERSION



Is *Starfox 64* better when you can understand what they're saying? Or worse?

We were hiding behind the settee when the American translation of *Starfox 64* arrived. The Japanese version, you see, had been utterly perfect, and we were petrified of what the Nintendo of America might have turned it into. This, after all, is largely the version of *Starfox* we'll be receiving in the UK in October. "Yo, Foxy," we could imagine Falco yelling, "let's go kick some Andross butt!" And then Peppy drawling, "Hey, I gotta earn my pay, ain't I?" Or something.



Did you know there are no rude words at all in Japanese? Weird, eh?

But no! It's actually not too bad. There's the odd "Let's rock and roll!", but by-and-large the translators have exercised admirable restraint. And the voice actors are pretty good too: Fox sounds like a solid sort of chap, Peppy is appropriately sage, it's hard to imagine a more imbecilic Slippy, and Falco is really quite miserable – "Gee! I've been saved by Fox. How swell!" he says sarcastically, albeit rather Americanly.

The lines, admittedly, aren't great. "Trust your instincts" I'm sure I've heard before somewhere, and there was really no need to exhume "It's quiet. Too quiet." But at least they stop short of "I've got a bad feeling about this..." And it's amazing to discover just how much speech has been packed into the cart (about half-an-hour's worth).



How to get to Sector Y is a mystery no longer.

As with *Super Mario 64*, it's much easier to suss out the game's secrets when it's all in English. You're unlikely to be too stumped getting to Sector Y, for example, and "Shoot the 8 switches" is a bit of a giveaway on Macbeth. But there are plenty of secret bits left un-laid-bare.

And what a game! I must have defeated Andross at least 80 times now, but I'm still not bored of it. And every time I play *Starfox 64* I spot something new and great. The way, for example, if the Great Fox gets hit by a missile in Sector Z and loses one of its stabilisers, it'll appear in the end sequence moins stabiliser. (Try doing that with pre-rendered CD-ROM footage.) Or the way you can actually see Fox in his cockpit when you do a half loop and roll. We've got the multi-player tank battles up and running now, too, thanks to getting a few more gold medals, but we're still trying for the running-around-on-foot-with-bazookas option.

So it's all down to the NTSC-to-PAL conversion, then. *Starfox 64* is such a good game it would be a tragedy if we had to play it scrunched into a letterbox at a snail's pace.

JONATHAN

N64 MAGAZINE STAR GAME

9 VISUALS
Incredible levels of detail, a wonderful 'look', and all impeccably smooth.

9 SOUNDS
Stirring music, constant effects and a staggering amount of speech.

9 MASTERY
Nothing but the N64 could heave this much stuff about the screen.

9 LIFESPAN
We've had it since April and we're still playing it – and still haven't got all the medals.

VERDICT
A stunningly good game that's just as good in our own tongue.

94%

TO BE CONTINUED... Expect a monstrous review of the UK version of *Starfox 64* when it's released in October.

Our contest moves into its second stage with some cracking new times. Who will be invited to the N64 offices to compete for the golden *Mario Kart 64* cup?

The N64 Magazine Mario Kart 64 Championship

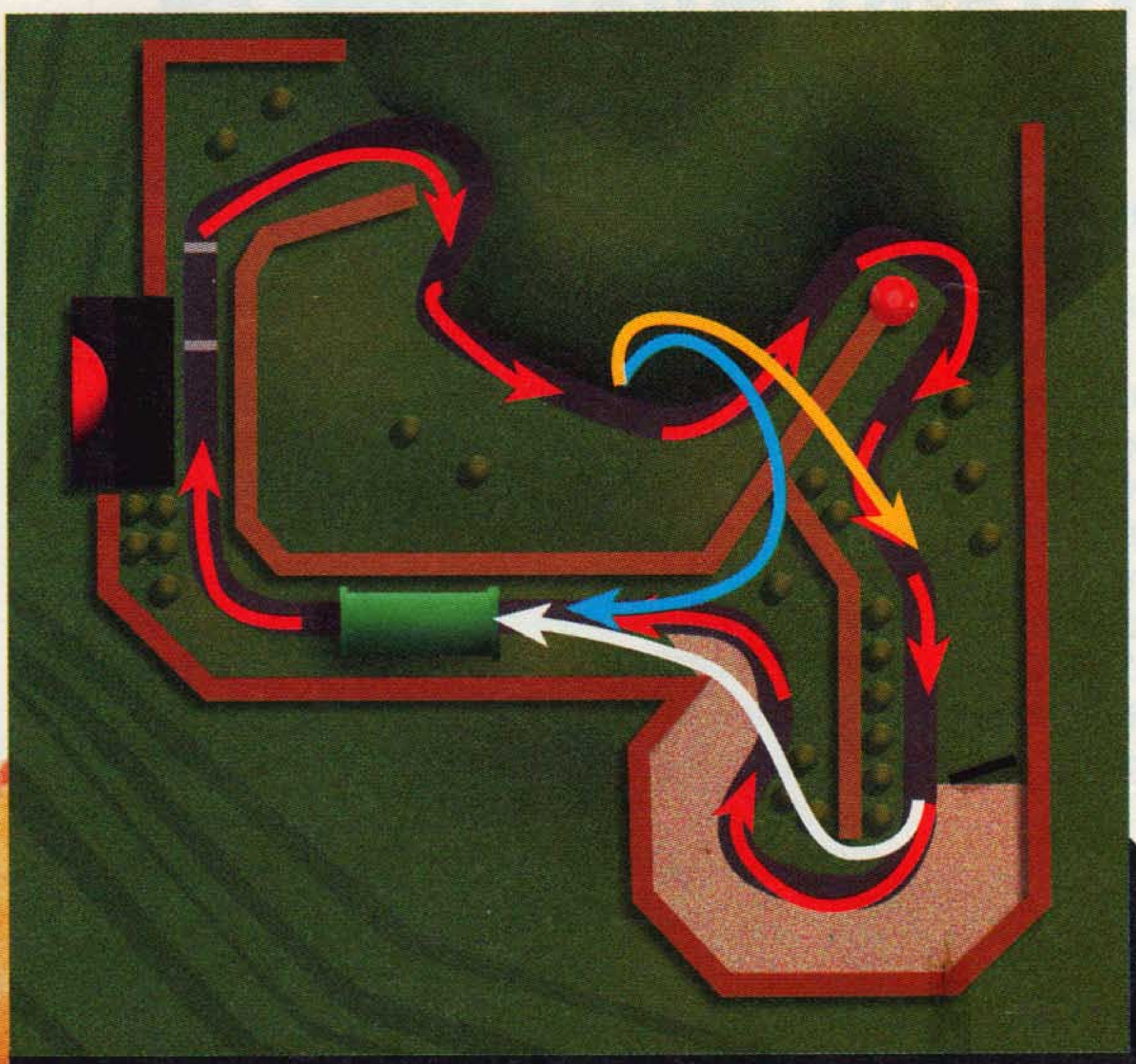
STAGE 2

After our *Mario Kart 64* Championship was announced in the last issue, you only had a few days to get your best Mario Raceway times in the post if you wanted to appear in this month's league table. And yet... look at it! We've had hundreds of entries, and some unbelievably (but they're true!) fast times.

If your time doesn't appear in the table this month, then fear not – you probably just missed our punishing deadline. If it's good enough, it'll be included in next month's list instead. And if you are in the table, but rather lower than you'd wish, then start working on that time right now! You've only got a couple more months to knock Vincent Coyne off the top…



REMEMBER!
When you come to enter Stage 3, we'll need a video recording of all three of your laps – not just your time. So, although you don't have to do this yet, it might be worth recording your attempts from now on in case you can't equal your best performance at a later date.



Having trouble beating these times?

A Mario Raceway masterclass, with details of the short cuts you need to take for a world-beating time, appeared in N64 issue 4. Turn to page 83 to get a back issue.

STAGE 1 RESULTS

Here're all the times we'd received by Thursday, 31st July. And – would you believe it? – 1'02"68! Nearly two seconds clear of the next-best! Can it be true? Vincent's rather blurry photo says yes, but heaven knows how he's done it. Let's see if he can produce video evidence to support his story, eh?

1 01'02"68 Vincent Coyne, Salthill, Ireland



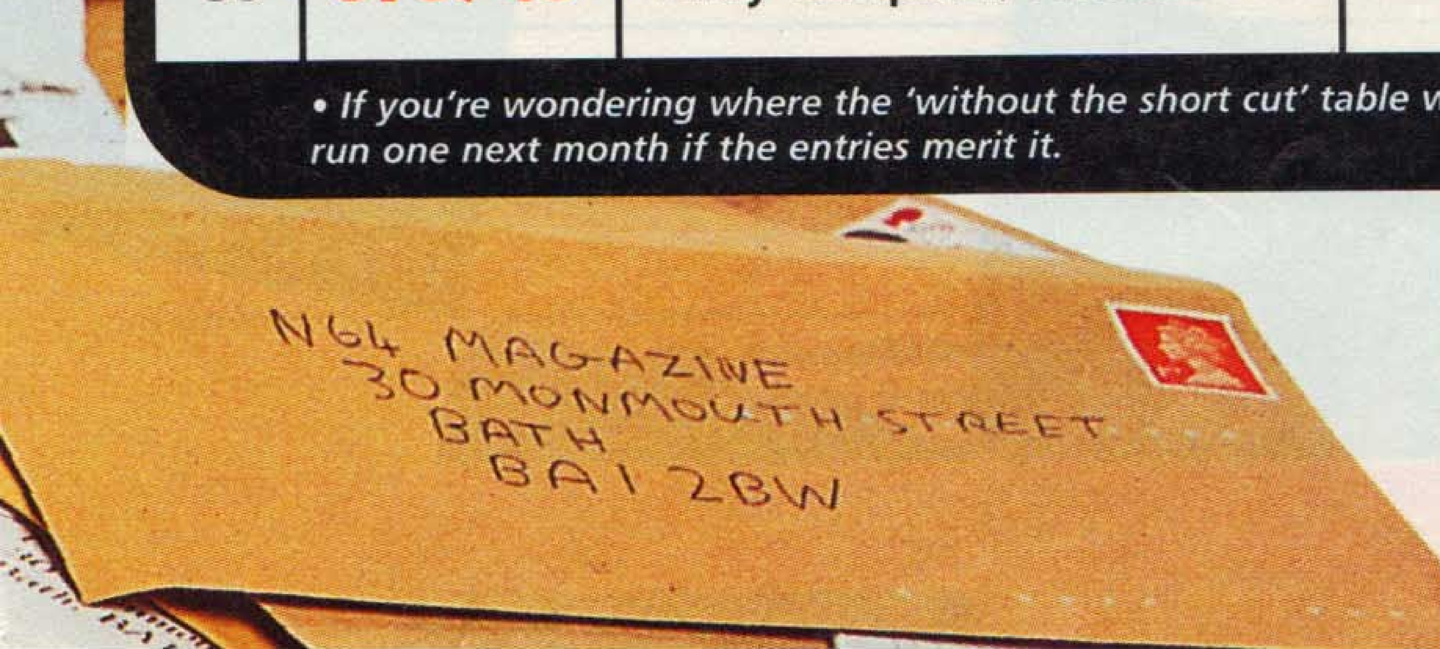


2	01'04"48	Aron Chambers, Worcester
3	01'05"02	Lee Middleton, Hull
4	01'05"33	Andrew Mills, Londonderry
5	01'05"54	Dale Burton, Ramsgate

6	01'05"62	Y Patel, Dewsbury
7	01'05"86	Martin Conroy, Leeds
8	01'06"11	Jes Bickham, Bath
9	01'06"21	Ashley Hammant, Hereford
10	01'06"28	James Shaughnessy, Manchester
11	01'06"29	Nigel Glen, Newport, Isle of Wight
12	01'06"32	Martin Pamphlett, Vienna, Austria
13=	01'06"37	David Irons, Walsall Wood
13=	01'06"37	Steven Ridley, Ramsgate
15	01'06"41	Andrew Densley, Bath
16	01'06"50	Paul Rodgers, Hull
17	01'06"51	Paul Taylor, Stockport
18	01'06"68	D D Ramone, Carlisle
19	01'06"69	Paul Sullivan, Oldham
20	01'06"75	Jim McLaughlan, Hartwell
21	01'06"77	Chris Parkin, Nottingham
22=	01'06"81	Dama Hoppen, Westcliff on Sea
22=	01'06"81	Daniel Grierson, Ilford
24	01'06"89	Marc Rebeiro, Penzance
25	01'06"90	Matt Nangnam, Rochester
26	01'06"95	Craig Stewart, Erskine
27=	01'06"99	Jamie Buxton, Okehampton
27=	01'06"99	Paul Gatfield, Manchester
29	01'07"13	Glenn Hawe, Dungannon
30	01'07"23	Jayshan Betchoo, London
31	01'07"28	Michael Lavery, Colne
32	01'07"31	Paul Connolly, Manchester
33	01'07"34	Chris Williamson, Warrington
34	01'07"37	Ben Stiff, Gravesend
35=	01'07"40	Andy Campbell, Aberdeen
35=	01'07"40	Rame Watti, Bridlington
37	01'07"50	Adam Sayers, Kinross
38	01'07"54	A Harris, Buntingford
39	01'07"55	Chris Foster, Havant
40	01'07"58	David Burk, Dagenham
41	01'07"60	Edward Hall, Sheffield
42	01'07"63	Jimmy San, Leicester
43	01'07"65	Chung Wong, Telford
44	01'07"66	Michael Diamandi, Enfield
45	01'07"67	Drew Barclay, Erskine
46	01'07"70	Ray Davies, Dover
47	01'07"71	Michael Olive, Sandwich
48	01'07"74	John Hunt, Sunderland
49	01'07"76	James Foster, Todmorden
50	01'07"77	Paul Allan, Cambridge
51=	01'07"78	Darnell Ibraham, London
51=	01'07"78	Adrian Jacob, Lower Morden
53	01'07"85	Gary Fergie, Edinburgh
54	01'07"89	James Shaughnessy, Sale
55	01'07"95	Tom Christie, North Uist
56	01'07"97	Paul Furniss, Leeds
57	01'07"98	David Gorman, Dublin, Ireland
58	01'08"07	Mark Adamson, Preston
59	01'08"11	Nick Tew, Swindon
60	01'08"14	Jason Fosh, Basildon
61	01'08"29	Daniel Glenfield, Abingdon
62	01'08"31	Russell Swift, Sale
63	01'08"39	Nicholas White, Hebburn
64	01'08"43	James Ellis, Pinner
65	01'08"44	Stephen Davie, Currie
66	01'08"53	Robbie McCutcheon, Lochwinnoch
67	01'08"60	Mick Smith, Worcester Park
68	01'08"72	Robert Fowler, Bournemouth
69=	01'08"75	Adrian Jacob, Lower Morden
69=	01'08"75	Andrew Bourne, London
69=	01'08"75	Neil Williamson, Nottingham
72	01'08"81	Chris Barclay, Truro
73	01'08"94	Glenn Davies, Newcastle-under-Lyme
74	01'09"01	Alex Graves, Taunton
75	01'09"02	Tom Aykroyd, Tadley
76	01'09"04	Julian Toseland, Alfreton
77	01'09"07	Paul Higgins, Sevenoaks
78=	01'09"09	Alan Seabright, Bournemouth
78=	01'09"09	Nick Dearing, Wrexham
80	01'09"20	Sean Gascoigne, Pontefract
81	01'09"24	Neil Williamson, Bridgford
82	01'09"31	Dominic Oliver, London
83	01'09"32	Eren Icel, Leeds
84	01'09"35	Matthew Bawden, Evesham
85	01'09"59	Simon Powers, Hitchin
86	01'09"63	Andrew Bourne, London
87	01'09"65	Stewart McDonald, Wallasey
88	01'09"69	Karl Brown, St Andrews
89	01'09"72	Simon Dodds, Harpenden
90	01'09"73	Richard Pracy, Canewdon
91=	01'09"84	Christopher Grant, Hilton
91=	01'09"84	Tommy Earl, Newcastle-upon-Tyne
93	01'09"89	Omied Khakshour, Swansea
94	01'09"91	Daniel Thompson, Epsom
95	01'10"07	Richard Savage, Binfield
96	01'10"10	Mark James, Peterborough
97	01'10"12	Ian Gore, Bridgwater
98	01'10"16	Christopher Parry, No Address
99	01'10"17	Antony Minns, Nottingham
100	01'10"19	Garry Smith, Johnstone

• *If you're wondering where the 'without the short cut' table we promised is, then, well, we didn't get enough times to do it. You're all determined to cheat, it seems. Oh well. We'll run one next month if the entries merit it.*

Now turn over and get ready to enter Stage 2! GO! GO!



Just look at yourselves

We found all sorts of things while we were opening your entries, some of them a bit scary.



Here's Antony Minns (01'10"17), who admits he's looking forward to Wil's mah jong guide. Yikes.



What's Alun Thomas (01'11"75) holding in that photo of him on top of his telly?



Martin Conroy (01'05"86) is a top ten man. Will he make it through to the final showdown?



Here's Danny Keegan (01'20"64) and his dog.



*John Hunt (01'07"24), says he woke up all his neighbours by running round his bedroom shouting "****ing get in!" when he got his time below 01'10". Blimey!*



Toby Smerdon (01'11"29) apologises for the poor quality of his photos. We wonder what he really looks like, then.



James Foster (01'10"20) has photographed himself with his Mario Kart box to prove he's using the PAL version. We have more devious means of verification, though.

HOW TO ENTER

If you missed the entry form for Stage 1, then fear not: simply enter this month instead. Here's what you need to do:

- *Get the best possible time you can on Mario Raceway in* Mario Kart 64*'s Time Trial mode.*
- *Either photograph or video your time (the 'Prove it!' bit over there explains how to do this). Write your name, address and time on photograph or video – if you don't, they'll inevitably get mixed up with someone else's.*
- *Fill in the coupon and cut it out.*
- *Send the coupon and your photo or video to:* Mario Kart 64 Championship Stage 2, **N64** *Magazine, 30 Monmouth Street, Bath BA1 2BW.*
- *If you want your time to appear in the next issue, make sure it reaches us by Tuesday, August 26th. That's horribly soon we know, or may even have passed already, but that's magazine deadlines for you. If you can't manage to get it to us by the 26th then send it anyway – we'll print it in the results table in the following issue instead, if it's good enough.*

We'll put together all the times we've received by August 26th – that's times you send us after reading this, plus times that reached us too late for this month's results table, plus the best times from the previous tables – and compile a new table that'll appear next month, in issue 7. Then we'll invite you all to have one last go at bettering your times, and send in video-recorded proof of your best performances. These times will comprise the results table for Stage 3, which will appear in issue 8.

And then! Before awarding the cup to anyone, we'll invite the three highest-placed players in the final table down to **N64** Magazine's office to find out who really is the best, in a thrilling play-off of some sort. The winner will then be awarded the cup, along with celebrity status, great riches* etc.

So deliberate no longer. Enter now!

*** *Possibly.***

Remember:

- *Even if you can't beat the best time in our results table this month, it's still worth entering if you've got a decent time: you'll at least be able to appear in next month's table, and be famous throughout the kingdom.*
- *You can enter the contest at any time before the final closing date for Stage 3 (Tuesday, September 23rd), and can enter as many times as you want if you find you keep getting better times.*
- *At Stage 3, we'll be asking EVERYONE to send us a video recording of them driving their three laps, not just the time. You won't appear in the Stage 3 results table, or be eligible to win the cup, if we don't have your laps on video. (The laps themselves or a replay of them will do.)*

Timetable

Stage 1

CLOSED

All the ti[illegible] we[illegible] been[illegible] [illegible]mehow [illegible] by [illegible] closing da[illegible]. [illegible] 3[illegible]ly

Results to be printed in N64 Magazine issue 6.

Stage 2

The best times from Stage 1, along with any better ones we've received in the intervening four weeks.

Closing date: Tuesday, August 26th

Results to be printed in N64 Magazine issue 7.

Stage 3

The best times we've received by the closing date, with all three laps on video. The three best drivers then move into the final.

Closing date: Tuesday, September 23rd

Results to be printed in N64 Magazine issue 8.

Final

The three highest-placed karters from Stage 3 will be invited to the **N64** Magazine office for a show-down where the trophy will go to the winner.

Results to be printed in N64 Magazine issue 9.

Prove it!

You can bring up your best time on Mario Raceway by pressing 'R' on the Controller while the game's on the title screen. It's this time we're after. And we also need you to prove your time, to stop people from just sending in made-up ones. There are two ways you can do this:

(A) SEND US A PHOTOGRAPH

Simply point the camera at the screen and take a photo. It's best to turn off or cover up the flash if you can, as it won't help and will just reflect off the screen. Draw the curtains, too. And use a fast film if you can; 400 ASA is ideal, and 200 should be okay, but 100 is likely to be tricky to make out.

OR (B) SEND US A VIDEO

This is a bit more complicated, and harder to post, but means you don't have to get films developed and so on. Do it as follows:

1. If you've got a SCART or AV lead for your N64, plug this into the appropriate socket on the back of your video recorder. If not, unplug your TV aerial from the back of your video, plug your N64's RF lead into the socket instead, and tune an empty channel on your video into your N64's signal (making sure the N64's switched on, obviously).
2. Make sure your telly's switched to the video channel so you can see what's going on. Getting a top time without seeing what you're doing is unduly hard.
3. Pop a tape into your video recorder. Any tape'll do. You could use an old pre-recorded one by sticking a bit of sellotape over the square hole next to the bit on the edge where the label goes.
4. Get your time up on the screen.
5. Record it for a bit.
6. Wind back the tape to where you started recording.

RULES

- The time required is for three laps of Mario Raceway in *Mario Kart 64*'s Time Trial mode.
- We're only accepting times achieved on the official UK PAL version of *Mario Kart 64* – the one available in most UK shops. (Import players are encouraged to send their times into the 'I'm The Best!' section of Club 64, though.)
- Entries must be accompanied by photographic or videotaped evidence. It's only fair.
- Entries for Stage 3, hoping to win the cup, must be accompanied by videotaped evidence of all three laps of the time attempt.
- All entries must be received by the closing date for Stage 3: Tuesday, September 23rd, 1997.
- We can't accept responsibility for entries that get lost en route.
- The editor's decision is, as is usually the case, final.

The N64 Magazine Mario Kart 64 Championship

STAGE 2

Hello! I hereby enter the championship with the following time: ____________

The character I used was ____________

(Please tick the appropriate boxes in the following checklist.)

- ☐ My time is an overall time for Mario Raceway in Time Trial mode.
- ☐ I am using the UK PAL version of *Mario Kart 64*.
- ☐ I have enclosed a photograph or video recording of my time as proof, with my name, address and time written on it.

My time was achieved

- ☐ by hopping over the wall
- ☐ without hopping over the wall

Name: ____________

Address: ____________

Use a photocopy if you don't want to hack up your prized copy of **N64** Magazine, and enclose a suitably-sized stamped addressed envelope if you want photos or tapes back.

Send your coupon and photo/video to: Mario Kart Championship Stage 2, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

HOW TO...

get those elusive 'perfects' in

PILOTWINGS 64

by Zy Nicholson



With its relaxing vistas, laid-back objectives and possibly the cheesiest soundtrack ever composed, Paradigm's 'tutorial' flight sim is the N64's answer to Cheech & Chong. In keeping with the way players tend to enjoy the game – late at night, still wearing shades – we figured our *PW64* coverage should conclude with a slacker's guide to easy perfects, opening up all four Birdman stages and placing them in immediate reach. We've also got a few bizarre secrets that require minimal effort to enjoy.

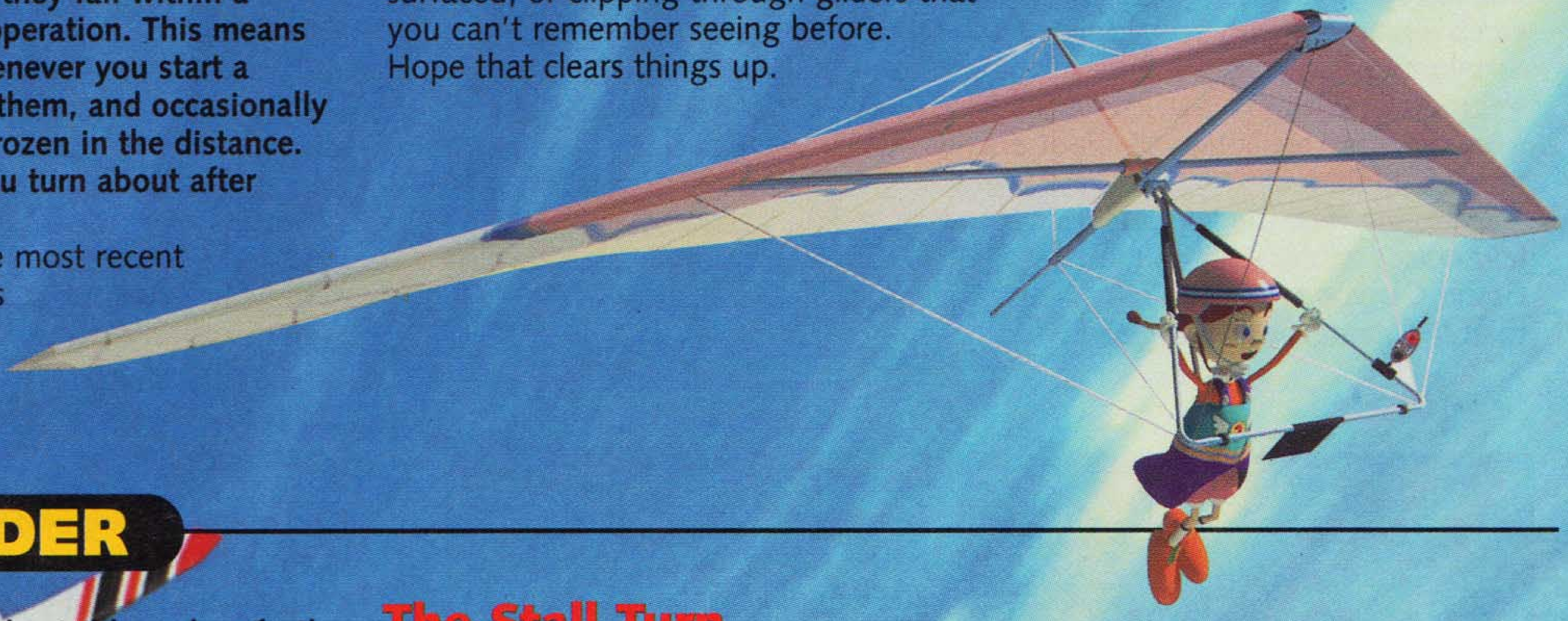
Hope these screenshots aren't too dazzling for you.

PREVIOUSLY IN N64 We reviewed *Pilotwings* way back in issue 1. It got an impressive 89%.

SOLIPSISM MECHANISM

Every location in *Pilotwings* has moving parts – yachts, whales, shuttle launches – but these parts remain 'de-activated' until they fall within a certain radius of your aircraft, whereupon they begin operation. This means you'll always find them starting in the same place whenever you start a mission, no matter how long you to take to reach them, and occasionally you'll spot a few large objects like Meca Hawk frozen in the distance. Gyro missiles that exceed this range, should you turn about after firing, will also vanish.

However, the replay feature only records the most recent movements of your own vehicle, and re-enacts them without resetting the other items in the environment. And that's why you see puzzling shots of your pilot bouncing off thin air where once a monster surfaced, or clipping through gliders that you can't remember seeing before. Hope that clears things up.



USING THE HANG GLIDER

Real gliders aren't afforded the luxury of reliable, highly visible and perfectly cylindrical thermals. But they still do this, and you can too.

The Corkscrew

Enter a thermal on one side, slightly off-centre in direction. When your path intersects an imaginary radius at about 90°, pull diagonally hard back and right (or left, whichever way is towards the centre). With the nose up and the wings banked steeply, you should start climbing in a corkscrew spiral. Find the proper turning circle and you can ascend even the narrowest of thermals without ever leaving its field of force, gaining altitude but never compromising your speed until you reach the top. When you level out, push into a short dive as you leave the thermal to recover velocity.





The Stall Turn

Paradoxically, you'll often find your unpowered mode of transport has far too much speed and altitude to perform some of the delicate manoeuvres required. As this is a video game, you can afford to play dangerous.

Quite simply, you flare your wings, simultaneously pull up the nose as far as it will go, and stall to 15-20kph. Ignore that horrendous beeping of danger signals – for a brief moment your turning circle improves dramatically. Once you're back on course, dive briefly to recover speed and relax at around 40-50kph to reassess your options.





The Running Halt

As far as accuracy goes, the computer judges you on where your glider pilot actually comes to rest on the landing zone. So if you find yourself coming in too fast, it's still possible to get a perfect score in both accuracy and impact by smoothing a touch-down on the white ring at about 60kph and ludicrously running to a halt in the centre of the red bull's eye. Worth practising, even, as it's a smart way to overcome strong cross-winds.

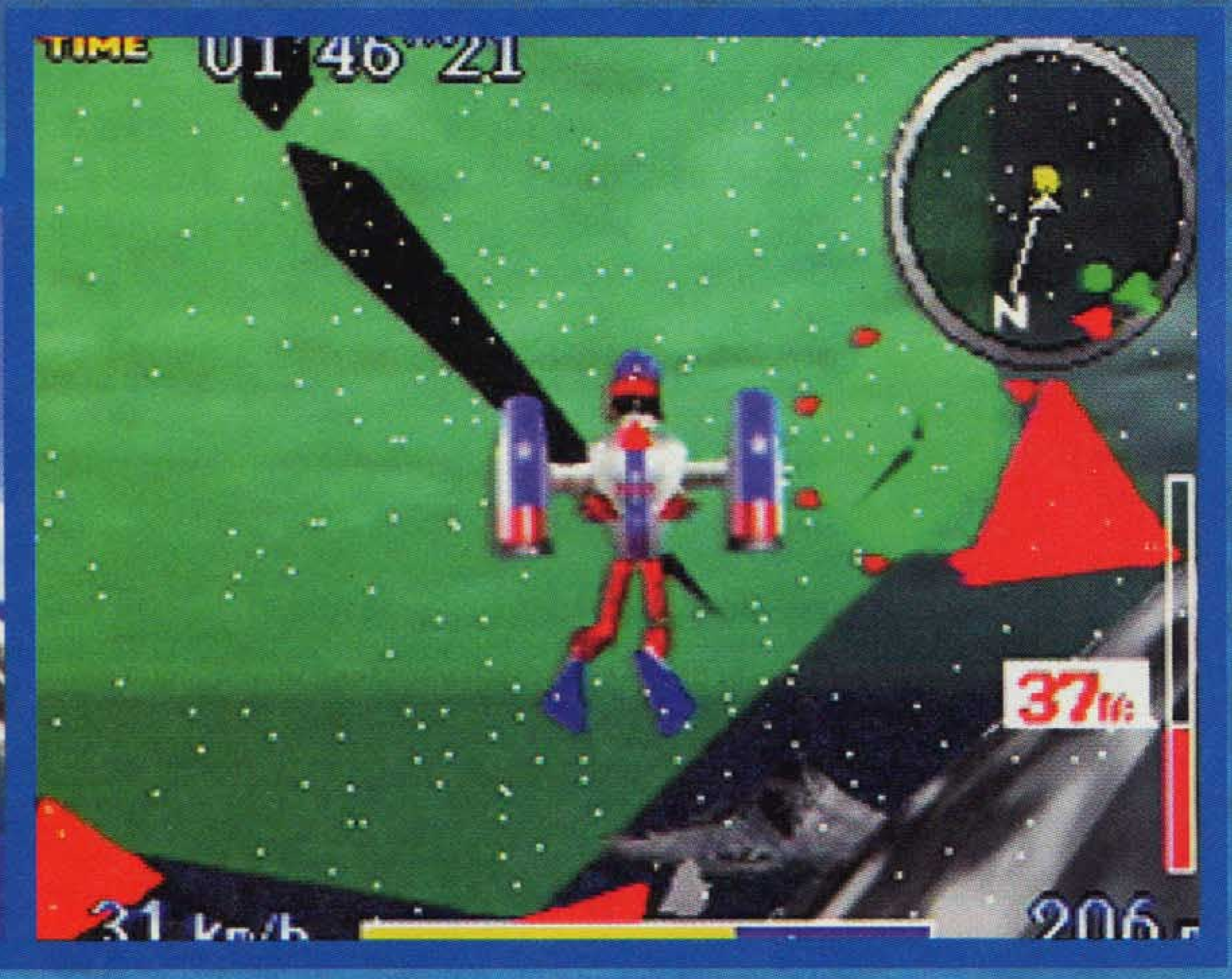
USING THE ROCKET BELT

The secret here is attitude. Unlike *Asteroids*, *Lunar Lander* or other myriad ancestors, you can immediately cancel the inertia of thrust with the Z trigger rather than counteracting it using smaller adjustments. This means you can throw your pilot around pretty wildly in the rocket belt and apply Z briefly as an air brake or panic button.

It's a gas

A major difference between this 64-bit sequel and the original SNES affair is that fuel is now in abundance, and you won't be struggling to conserve it at any point (these games are definitely getting easier). The proud coders obviously want you to go AWOL on a sight-seeing tour, so the fuel management side has gone. In short, never bother looking at your fuel gauge.





GO! GO!

USING THE GYROCOPTER

The missile rack

The calibration of the gyro's crosshair is actually very slightly off, but you can overcome it with practice. Our tip is to aim the centre-spot just a pixel or two above and to the right of the centre of your intended strike point. Veterans of *Elite* may remember making similar accommodations for the game's screen resolution to shoot enemies while they were still tiny, faraway blobs…

Despite this, the weapon guidance is incredibly accurate. There are a few places where your shots can go wildly astray – the target shoot in the Grand Canyon springs to mind – but the effect of a cross-wind is far less than the game likes to suggest.

The rescuers

If you accelerate on anything other than a designated runway, even a tarmac road, you might not be able to push your gyro up to the necessary 50km/h velocity for take-off. The trick is to drive at full speed down a slope or over the top of a hill, whereupon you'll ease back into the air. Even a small drop or bump in the road will suffice.

It's hardier than it looks, so you can land the gyro pretty much anywhere – beaches, canyons, motorways – without trouble, although flat city rooftops can present a fierce braking challenge…







North by northwest

When you're looking for gyro thrills, this is a great two-player challenge. Essentially a game of chicken, it involves following the road to the Golden Gate, making your way across Little States and flying under every bridge or roof structure you discover until you crash and hand over the pad. Upon reaching any city, you're allowed to gain height and make passes through the narrowest gaps between skyscrapers.

Oddly, you'll find that some tiny structures reward you with unexpected applause while other major locations remain silent. The birdman variant is even trickier, but the goal remains to find an arch or narrow passage you can clear that your mate can't. Dares are mandatory and backing out of any low headroom challenge is considered failure (though brief landing is allowed, within reason, as it's no less tricky to drive).





How to beat the meca hawk

The secret is not to try following him too closely. Or, indeed, at all. Despite his size, Meca Hawk has a better turning circle than your gyro and delights in running behind you, then staying on your tail if you try to bank around immediately. Once you've either hit him or missed, fly past and accelerate away in the opposite direction to wherever he's headed, getting yourself as far away as possible in the shortest time. Maintain this course until you see his square location marker reaching the edge of your radar, making a sharp U-turn as it changes to an off-scanner triangle.

The sure-fire method of attack is to make a flyby, closing on him steadily from a good distance so that he stops in his tracks and fights back. Aim at his head but hold your fire until he throws a rock. If you release your two missiles in quick succession, the first will eliminate the rock and clear a path for the second that's almost guaranteed to hit.

The pro's advance on this technique is to use the first missile to destroy a rock, wait with practiced timing, then shoot the second so that it smashes the iron giant's next rock almost as soon as it appears. This should give just enough time to reload both shots, and if you've been closing constantly at decent speed you now have an opportunity to release both missiles before he luzzes a third.

Hawk runs forward when the first hit connects, so fly low to keep him in sight but get ready to veer off. With luck you'll be able to finish him in three passes. Experts can even elicit two or three death-rattles from his rusty throat before he tumbles.

Don't be averse to pot shots from a distance. If you anticipate his destination and shoot ahead at where you think he'll be, a hit may force him to run closer.











Class A

HANG GLIDER

TEST 1 – Shutter Bug

Do absolutely nothing for twenty seconds. Don't worry. When you exit the first thermal, flare the wings a little to drop speed.
The computer is looking for a photo where the top of the flame touches the top of the picture. Since that's flickering wildly, hold Z and align your trajectory so that the bottom of the picture shows all of, but only, the bulging funnel section of the chimney – you don't want any of the shaft.

Although it's possible to land straight after this, spend a little bit of time circling out over the ocean and and back again for a shallower angle of descent. Your LZ is NOT at sea level, but 23 metres above, so account for the hill.

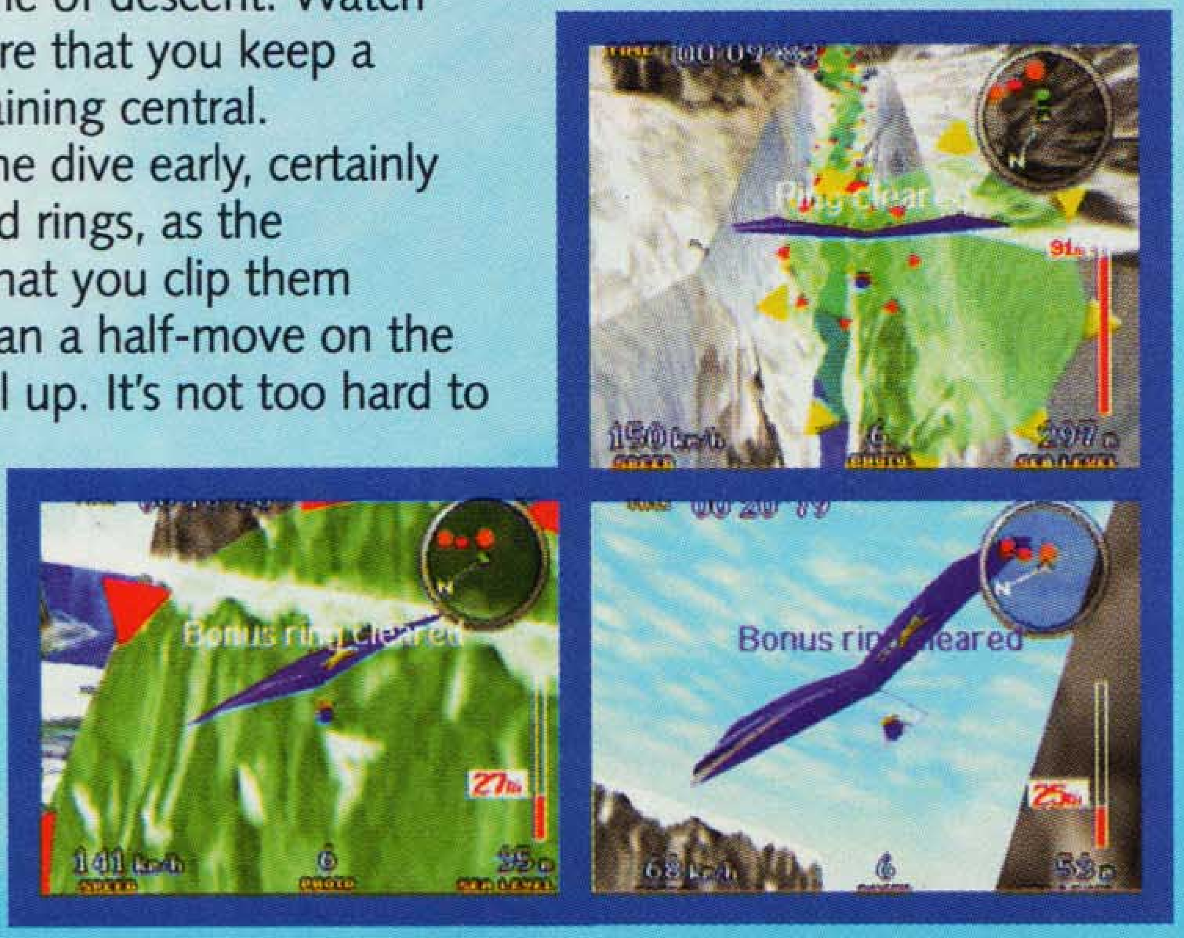




TEST 2 – Chicken Dive

This is a rare glider mission where the heaviest pilots, Hawk and Robin, are better suited to holding the steady course necessary for catching all of the rings. At the very start you'll want to make a slight veer to the right, immediately corrected, to put you on the perfect line of descent. Watch your shadow to make sure that you keep a steady height while remaining central.

Start to pull out of the dive early, certainly before you hit the last red rings, as the momentum will ensure that you clip them anyway. Use no more than a half-move on the stick to bank left and pull up. It's not too hard to make a perfect landing straight out of this, but a handy thermal near the LZ plus a complete absence of time limit will let you play perfectionist if you're only rarely snaffling all 50 points in rings.



ROCKET BELT

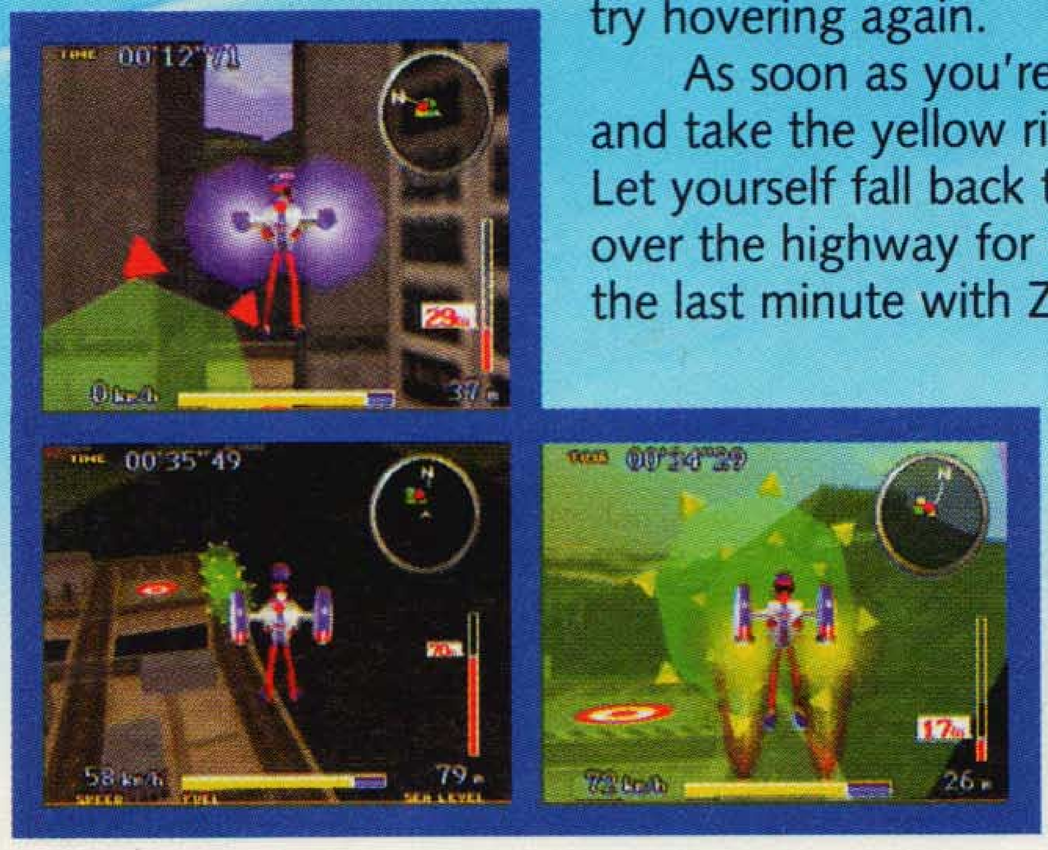
TEST 1 – Metropolis Dance

The nearest ring is also the most difficult, so go for it first and restart if you take too long. It has an eccentric rotation, but spend a few moments hovering in front of it and you'll spot the vague area around which it turns.

Next up is the red ring surrounded by skyscrapers. This rotates on a fixed vertical axis, so the trick is to hover just in front with Z and let it pass through you. If nothing happens, move a little nearer and try hovering again.

As soon as you're done, shoot straight upwards and take the yellow ring on top of the skyscraper. Let yourself fall back to earth, moving into position over the highway for the line of three, and stop at the last minute with Z while changing view.

Once through, zip left under the flyover for the last red ring and curl back over the top for the two stacked yellows. The trick is to hover above with down view, let yourself fall, then hit Z when you hear the whistle for the lower ring.



TEST 2 – Touch and Go



The 'better view' suggested under Hints is a simple tap of the up-C button, so that you're looking forward but down slightly. The clock won't start running until you actually hit the throttle, so you've got all the time you like to make pre-trial adjustments.

Approach each pad with a hard burn on the A button, draw to a speedy halt with Z when you get near, then use short B bursts and watch your shadow to slowly pop yourself down. The common mistake is to get panicked about time, or fuel, or the noisy cross-wind on the last stretch, so that you erroneously heave yourself onto the bull's eye with a heavy bounce for -2 points. Gently, Bentley. Landing was never easier, as the cross-wind vanishes when you reach the city.

GYROCOPTER

TEST 1 – Sky Maneuvres (sic)



Your radar only tells half the story. Although the rings stake out a fairly standard route around the island, the real trick to completing this in under 2'45" is to know beforehand when to climb and when to dive. It's a steep time limit, regardless of pilot, so you're going to have to negotiate the entire course with the accelerator held down.

If you bank right a little when approaching the off-shore rock formation, you should be able to take the nearby ring at an oblique angle without a huge detour. Veer hard left as soon as you clear it to set yourself up for the steep climb to the arch.

You're probably going too fast after the last ring, so the light breeze parallel to the runway is a minor blessing. Elsewhere, ignore it.

TEST 2 – Bull's Eye



An excellent practice mission. Switch view and hit the first target as soon as you clear the runway. Climb sharply to 100 metres, then ease off to settle at around 130/140m so that you can see over the far hill and start lining your sights up for the furthest target as soon as possible. When that's dispatched, bank right and prepare for a swift diving shot at island target no. 3 as you curl back towards the runway. When you get really cocky at this shooting lark (see our missile rack tips) you can turn long before your second shot actually hits target 2, confident in the knowledge that "HIT!" will appear while you're already aiming at target 3.

GO! GO!

Class B

HANG GLIDER

TEST 1 – Velocity Square

Make your way by aiming for the dead centre of the first thermal and turn towards the centre of the next when you reach it. Repeat this technique, carving a route through the centre of each, and you can pretty much play this by the radar. As a check, you should be leaving each one at roughly 160m, 270m, 340m and 410m altitude. As soon as you hit 400m in the last one, veer left and ride clear before your final approach. You're now well above the landing zone, so you can even afford a tight stall turn.







TEST 2 – Shutterbug 2

Even when it's submerged – as at the start of the game – you can locate the whale as a green square on your scanner. Its movement describes a circle between two thermals, so loop back and forth between each one until you find the perfect shot. Consult the sample and you'll see that the angle suggests either a dive OR a downward view attained by holding the up-C button. Be daring – although those waves look close enough to lick, you don't need to start worrying about your altitude until it reaches 12m above sea level.

As long as you remember, it's possible to get off a perfect photo of the fountain just before you land. It's more fun to dive-bomb the hotel, though, rattling off your remaining pics and pulling up just before you disturb the honeymoon couple in Suite 402. Corkscrew climb the thermal just ahead of your launch ramp, to a height of around 200m, then make for the central island. Turn right here so that you're approaching the hotel face-on, then plummet straight towards the fountain with camera ready. Should you need more power for landing, the thermal on the pleasure beach starts at ground level and is a little easier to reach than the one beyond the jetty.







TEST 3 – Seagull Wing

They aren't kidding around. More than a few seconds off that target time and you start to lose points.

The obvious temptation is to boost yourself through the nearest thermal and head right under the rock arch to get to the other side of the island, lapping up the applause of invisible onlookers. But a tiny secret of this level (and one which the hints try to deny) is that you start with just enough height and power for a perfect finish. In fact, it's easier to hone your execution by avoiding the thermals altogether. Turn left and head back between the two mountains behind you, get clear over the beach, then turn towards the LZ and cruise. Make a mental note of the time and altitude at which you pass over the red square on your scanner, so that you can gauge the rough halfway point to double back as you fly out over the ocean.







ROCKET BELT

TEST 1 – Balloon Bonanza

As long as you're not going too fast, you can often clear an orange just after the blue balloon splits. Oblique hits won't cause a pop. Destroy all progeny of the first balloon in under a minute.

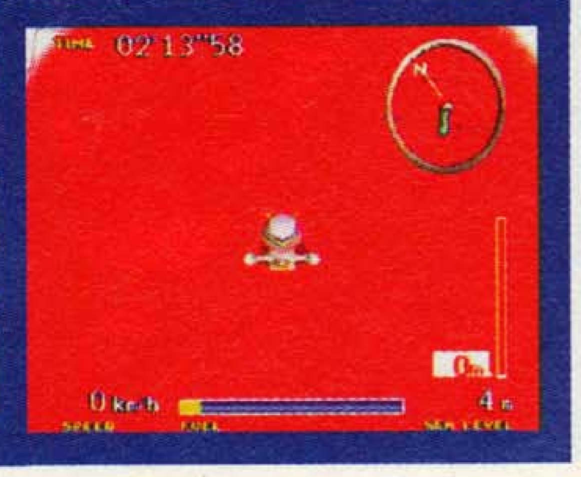
When the next balloon splits, go for the oranges heading towards the refinery first. If you only lightly strike the blue balloon, you can actually push it out to sea a little and give yourself more space.

For landing, line up the target with the distant mountain so that you're heading straight into the wind. It's much easier to account for its effects with slight forward bursts while landing, and the computer is strict about your touchdown in this class – you have to land in the centre of the bull's eye to score full points, not just in the red.









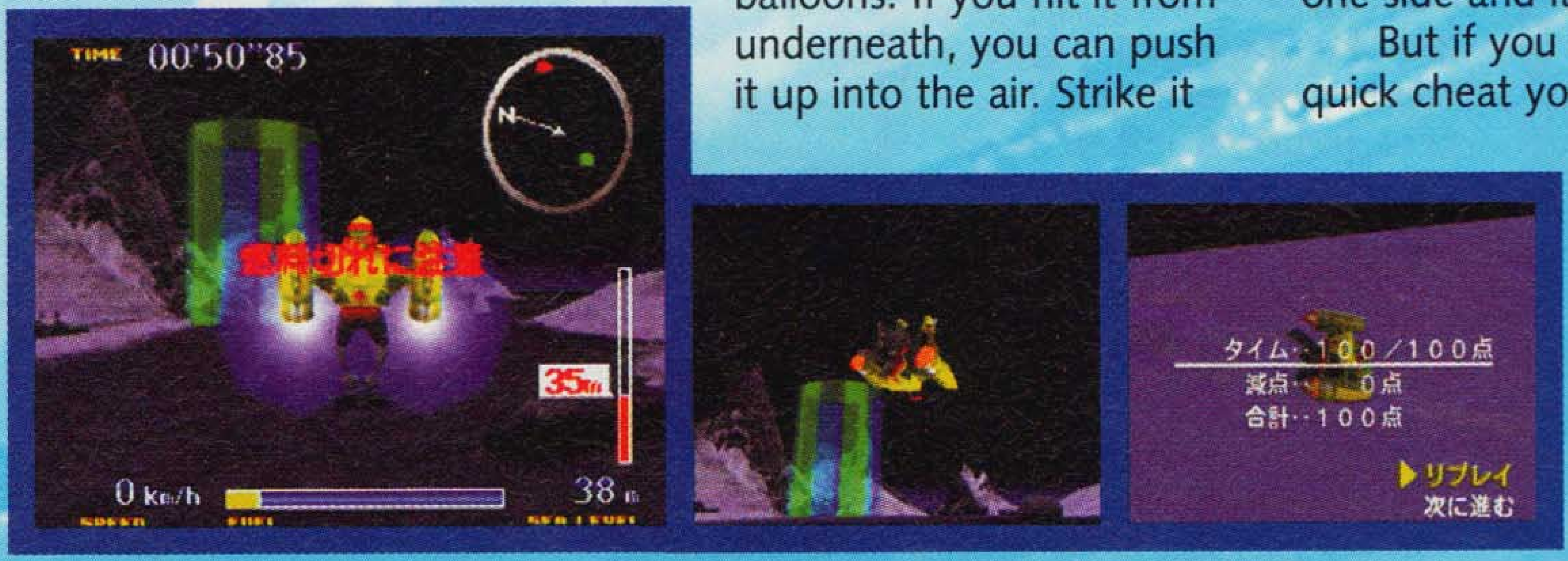
TEST 2 – More Rings



Getting all the bonus points on this course turns it into a set of distinct time trials. Here's the winning route order.
1) The line of three rings rising uphill from your starting point.
2) Cross over the ski lift and look for a raised spur at the base of the mountain. The time ring is on the right. Poor detail makes it hard to judge your position in relation to the rings, so fly by the gauges and pause for the map.
3) A line of three to the right upon start. If you're missing points, it's probably here. Take the middle ring first, then the one nearest your starting point, rapidly charging back to the far right ring.
4) Fly up between the mountain peaks, take the facing yellow then shoot left or right and turn with Z to line yourself up for quick straight pass through 2 parallel time rings.
5) Head around the mountain and back down. The time ring is the lower of the two below you, so press Top C once for a good view. Because you can't accelerate downwards, make sure you're already falling and only thrusting forward to pass through the upper ring.
6) Eccentric stacked rings. The lowest is the time ring – hover over, looking down, and you'll see there's no constant overlap but a vague point around which both pivot. Just drop!

TEST 3 – Iron Head

The green ball has slightly more interesting behaviour than the balloons. If you hit it from underneath, you can push it up into the air. Strike it above the middle and you hammer it downwards. Impact from one side and it exhibits the physics of a snooker pot. Um, easy...



But if you own a Japanese or US version of *PW64*, there's a quick cheat you can use. First, ignore the ball and quickly find a derelict landing zone. The bull's eye will be gone, but you'll still see the blank square bordered by black-and-yellow hazard stripes. Hover above it at about 35m, burning up all of your fuel as quickly as possible by keeping Z held. When the belt runs dry, you'll crash and burn on the LZ with a mysteriously inappropriate warning message. And for this pathetic attempt, the game criminally awards you the full 100 points.

GYRO COPTER

TEST 1 – River Run



Again, take this at pretty much full speed for the duration to obey the tight time limit.

You're on the look-out for white rings rather than blues. Fortunately, all of these occupy the 'interesting' route – under bridges, between narrow gaps, and so on. Slip through the city's monumental arch as well, just for the applause, and dive right to take the nearest white ring. On the last bridge you'll prefer the left-hand white, as it's tough to pull clear of the right bank.

The runway almost leaps out at you when you're rubbernecking at the shuttle launch, so go wide for the last blue ring and circle around until you can see where you need to start dropping speed and altitude.

TEST 2 – Metal Horizon

You can't afford more than one circuit to make a decent landing in the time. It helps to hit some of the targets obliquely: with practice you can get good enough to strike them side-on.

There are several decent routes that set up a perfect time, but here's ours. After take-off turn left, then right, shooting all visible targets before diving into the river canyon and following it to the end like a raid on the Death Star. Pull up and start working back on the ground-level and high plateau targets. The one river target left is easily reached with a dive, after which you can make for home. Fly to the city lights of the skyscrapers first and you'll be on a commendable line of approach.



TEST 3 – Meca Hawk!

See our separate hints for dealing with the 300-feet tall, spot-welded gym instructor.

EGO-ALTER

You've doubtless found Wario in the Super Cannon levels by aiming for Mario's face on Mt. Rushmore, but you can enjoy the effect better on Little States by taking to the gyrocopter. A good missile blast on the conk will reveal the grimacing fiend, and the faces can be 'toggled' with repeated hits.





WISH FULFILMENT

Imagine you could move your everyday place of work to anywhere in the world – the Caribbean, perhaps, or some sunny Pacific resort. Now imagine you're Shigeru Miyamoto. Hmm. What appears to be the Holiday Island Hotel, backing onto a swimming pool and private pleasure beach, bears alarmingly similarities to Nintendo Japan's Kyoto offices...

HOLY TEXTURE MAPPING!

While en route for Everfrost's Birdman Star, keep a humble eye out for this potentially divine rock formation bordering the stream. Many players claim they can see a 'Turin Shroud ' image in its markings, and we must admit it bears an uncanny resemblance to the popular Nazarene.



GO! GO!

Pilot Class

HANG GLIDER

TEST 1 – Thermal Flyer



To get a perfect score you'll need to get within spitting distance of a dizzying 700m above sea level. Check your 3D map regularly to make sense of the scanner blobs.

Take the first thermal directly ahead and follow the next two big ones anticlockwise, exiting at around 200m, 310m and 420m. By choosing a light, fluffy pilot like Kiwi and climbing a little in the gap you can get just enough height off the third to take a 'shortcut' straight to the two tiniest thermals on either side of the landing zone. Corkscrew up through the lower of these, then switch at around 580m for the upper. Climb until the four minutes have expired and altitudes of over 700m aren't impossible.

The landing zone is well above sea level, so watch your distance from touchdown when you fall below 200m.



TEST 2 – Rising Creek

You only need 8 of the 15 rings available, and the three in the falls ahead of your starting point are a complete red herring. Ignore them and bank right on launch, skimming over the treetops. You're already in position to make the 230m high ring to the left of the middle thermal ahead, and this is just the first of three that you'll make as you drop down to the eastern thermal. Get a bit of speed up here by diving as you exit and continue clockwise around the outer edge of the canyon, heading west along the road for two more rings. You should have just enough power left to reach the western thermal. Corkscrew upwards inside it, then take the last three in an anticlockwise circle back to the middle thermal. With practice you'll easily clear this route in 2-3 minutes, giving plenty of time for happy landing.





TEST 3 – Shutter Bug 3



This is a git.

It's not that the mission is difficult as such, but there are simply too many random factors involved in upgrading your gold badge to a perfect 100. No matter how skilled you are at landing, think about how many times in a hundred you score a 20 on any photograph, then cube that number for how many times in a million you'll get three of them in a row. Uh-huh.

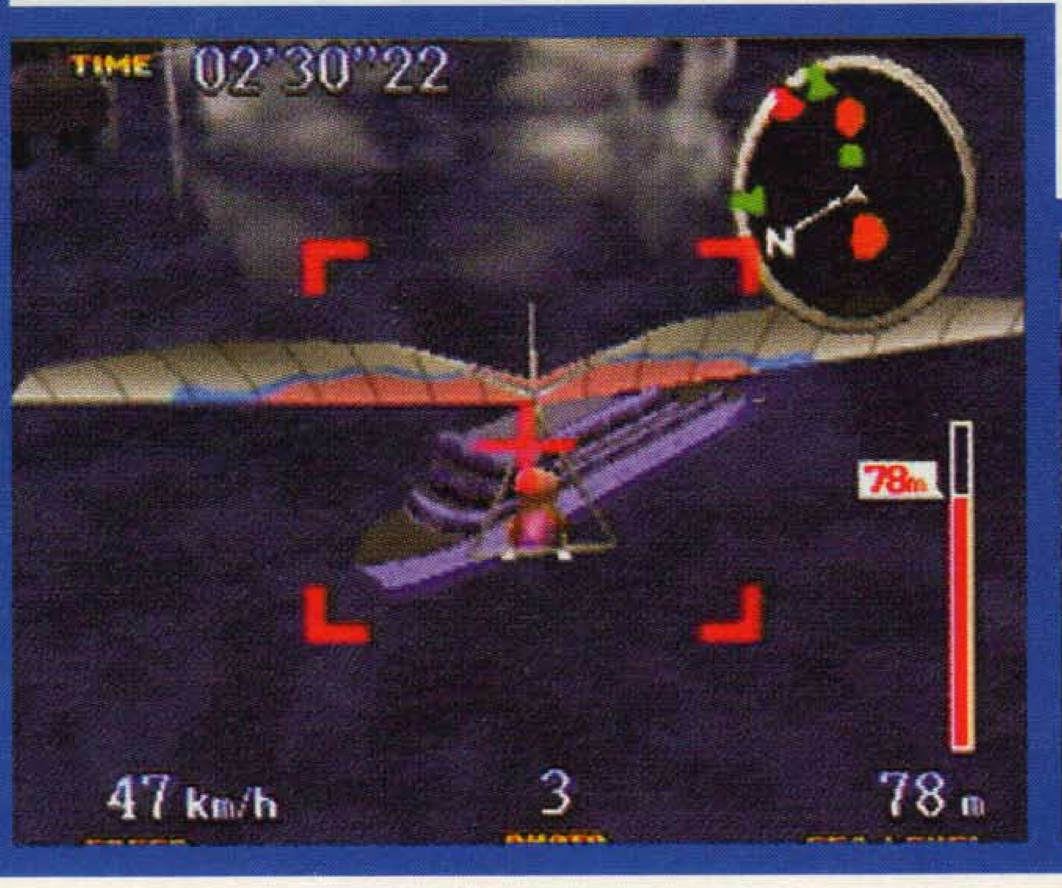
Do nothing but cruise for 26 seconds, then propel yourself into a left-hand dive towards Missi the Monster's lake. With this speed you'll be able to get terrifyingly close for a side-on portrait, pull up sharp afterwards, and still have 2 or 3 metres spare to scrap over the dam and along the road to the next thermal. Use 1 frame.

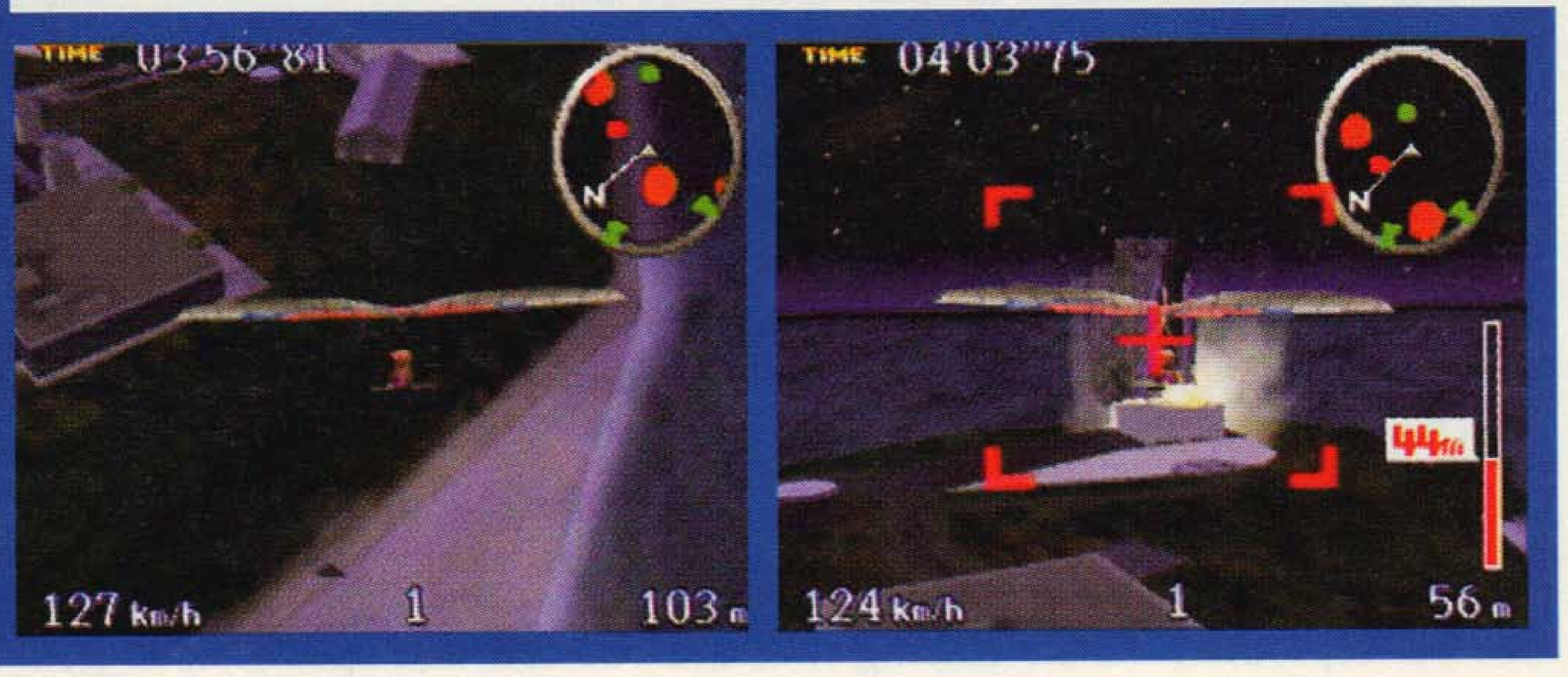
Head out to sea from here. The Passenger Boat circles between two thermals beyond the river outlet, so you can repeat the waiting and diving routine you used on the whale in Shutter Bug 2.Your CPU editor boss is most interested in a close image of the boat's multi-windowed frontage and its twin smoke stacks: angle the ship and clip off the prow to get these elements at the required size and proximity. Take 2-3 snaps.

Head to the tall thermal on the other side of the oil rig and corkscrew to the top. When your speed starts to drop, aim for the shuttle and make the sharpest dive you can to reach the glider's maximum velocity. At this speed you'll get in close enough to take a picture similar to the sample, but the best scores usually take place just after launch – make sure the shuttle's discardable fuel tank plus tail-flame fills the picture from centre top to bottom. Rattle off all remaining film.









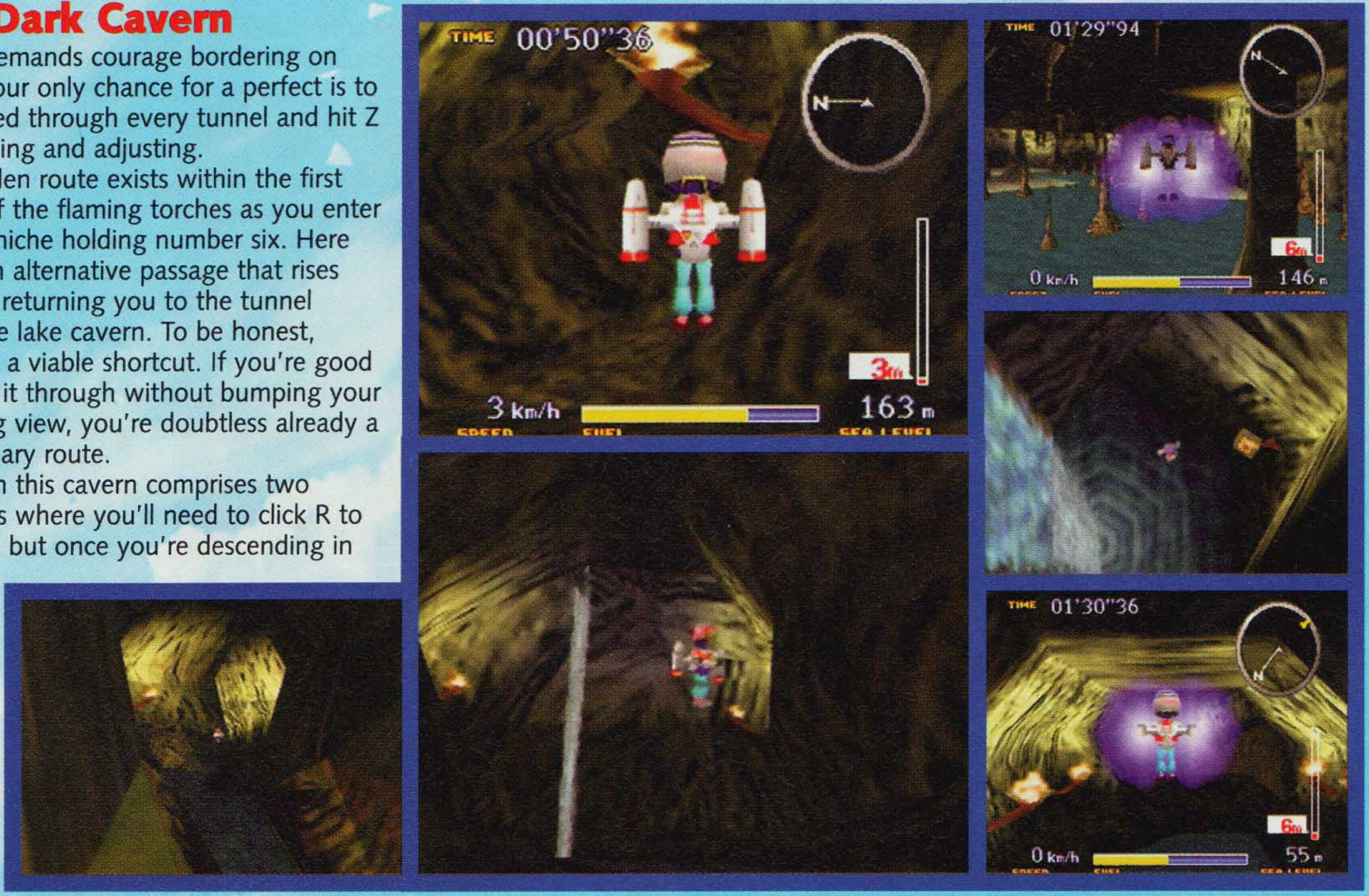
ROCKET BELT

TEST 1 – Dark Cavern

That time limit demands courage bordering on wrecklessness. Your only chance for a perfect is to thrust at full speed through every tunnel and hit Z regularly for turning and adjusting.

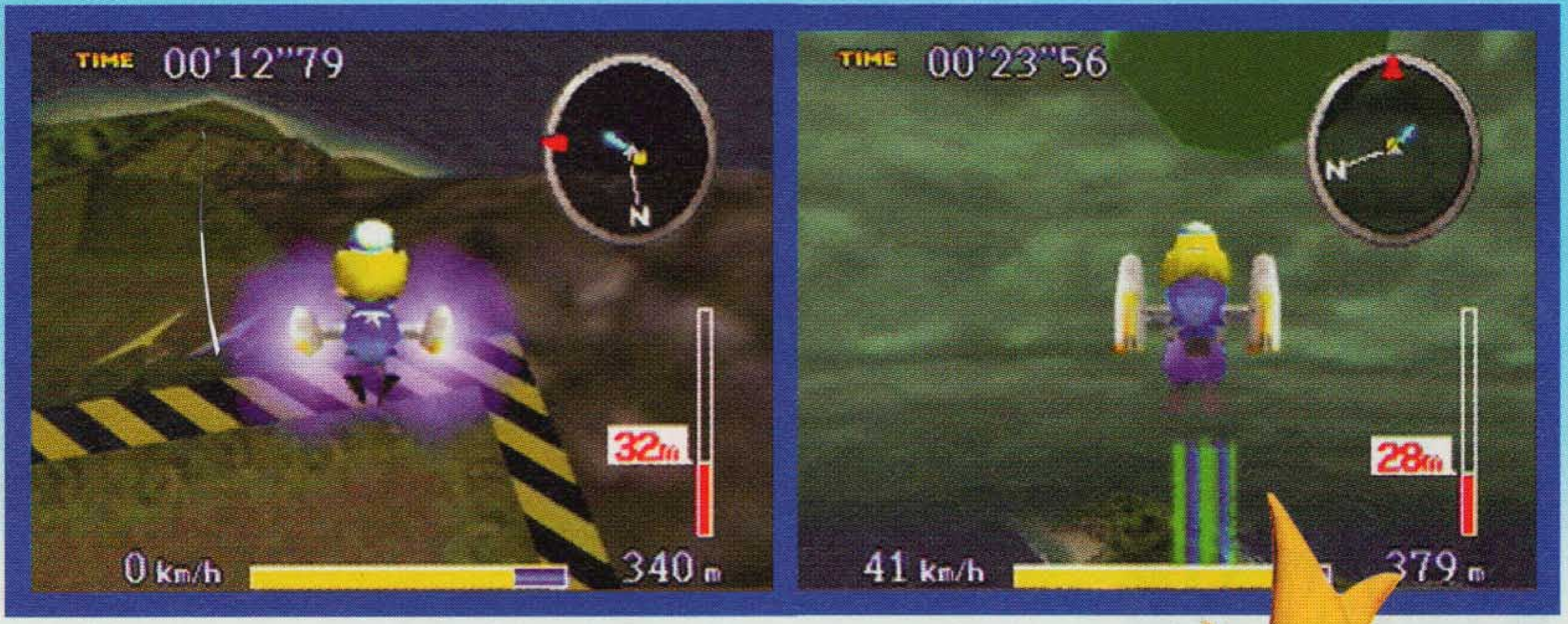
A minor hidden route exists within the first tunnel. Count off the flaming torches as you enter and explore the niche holding number six. Here you'll discover an alternative passage that rises and falls steeply, returning you to the tunnel shortly before the lake cavern. To be honest, though, this isn't a viable shortcut. If you're good enough to make it through without bumping your head or changing view, you're doubtless already a whiz at the ordinary route.

The exit from this cavern comprises two subterranean falls where you'll need to click R to get into position, but once you're descending in the right spot revert to normal view so that you can fall rapidly and hit Z as soon as the next passageway emerges.



TEST 2 – Diamond Head

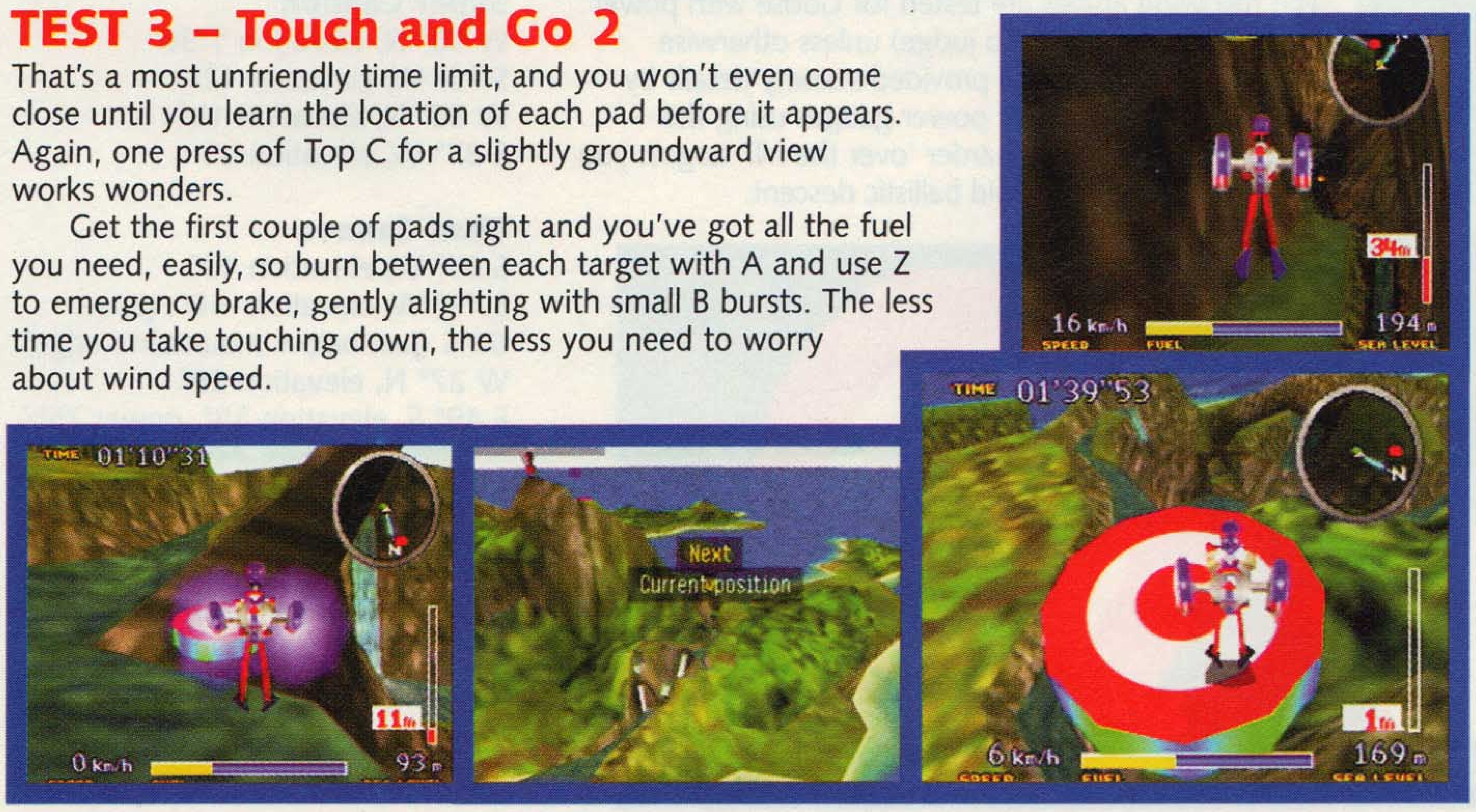
The quickest way to complete this task is to play keepy-uppy with the green ball, hitting it constantly from underneath and keeping it airborne on a course for the goal. If it ever sinks out of sight, you'll have to drop and search for it it bouncing erratically between the hills and the forest at the base of the mountain range. The Iron Head cheat works here too (though, again, NTSC versions only. Sorry).



TEST 3 – Touch and Go 2

That's a most unfriendly time limit, and you won't even come close until you learn the location of each pad before it appears. Again, one press of Top C for a slightly groundward view works wonders.

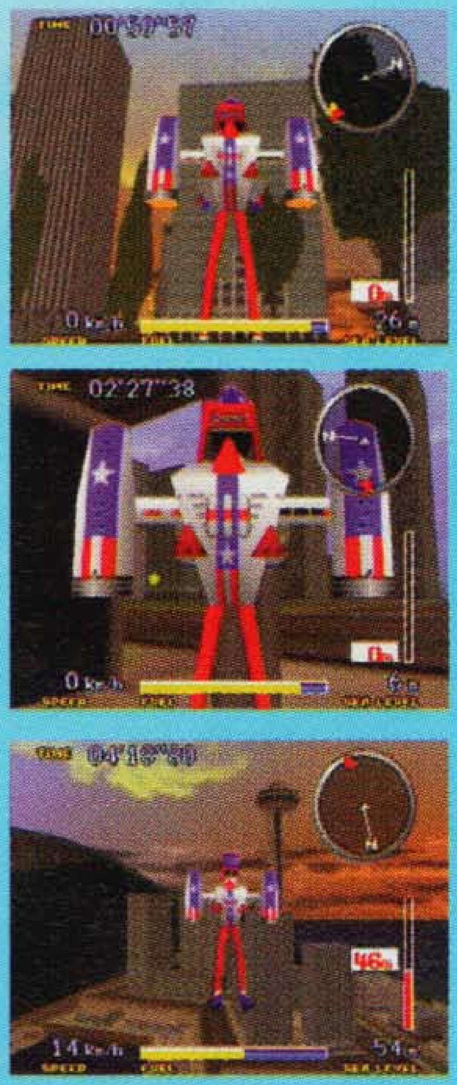
Get the first couple of pads right and you've got all the fuel you need, easily, so burn between each target with A and use Z to emergency brake, gently alighting with small B bursts. The less time you take touching down, the less you need to worry about wind speed.



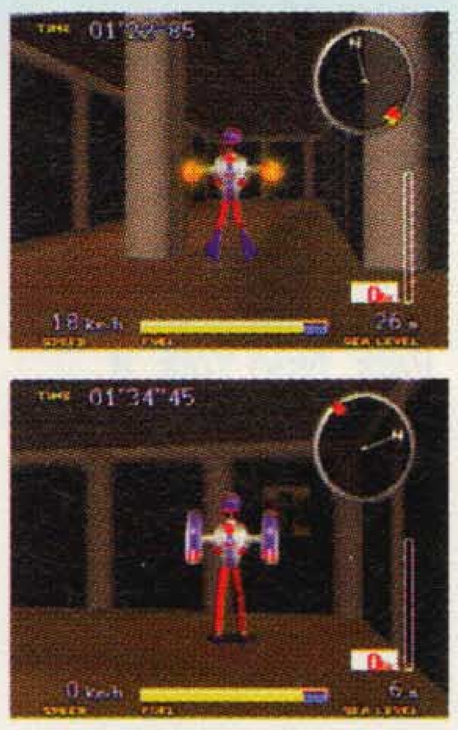


I KNOW A PLACE...

The best shortcut across Little States can be found by starting Rocket Belt mission A1 and flying to nearby San Francisco (identified by its mini-Golden Gate Bridge). This green office block has an L-shaped passage through its ground floor: enter from the side, note the N64 logo, then exit and find yourself in Central Park on the other side of the continent.



A lesser-known warp exists in Florida, located near the Shuttle Pad. The doors of this hangar/warehouse are slightly open, and closer inspection using the rocket belt reveal internal textures and ceiling struts. Detail! Upon leaving, you'll find yourself slap-bang in the middle of Washington DC.



GO! GO!

LET'S GET HIGH
We've only tested this glitch with NTSC versions, but it's worth a try. Start any mission with the gyro and hold down the accelerator until you're cruising steadily at the maximum 250km/h. Keep the stick in neutral for slow climbing but watch your altimeter. As soon as you attain 500m, pull back on the stick to climb sharply to a height of 630m, then drop the nose down and dive hard. If you get it to work, your gyro will pitch oddly before starting to rise at membrane-ripping speeds. Gradually, it will slip backwards through the camera until you're staring into the face of your pilot. By now you'll notice that your gauges are knackered, and steering produces unpredictable but groovy propeller effects until either your gyro or the game itself crashes in flames. It doesn't like you getting higher than 9999m, that's for sure.

BIRDMAN STARS
For the very last time, then, here's where you get a free Birdman transformation. You really should have at least Silver on every course, you know.
Holiday Island: under the rock arch near the golf course.
Crescent Island: in a sandy cave at sea level in the sheer cliff face of the Crescent's outer edge.
Everfrost Island: follow a tunnel above the icy falls that leads to a hexagonal shaft. Look down and drop.
Little States: Central Park, Noo Yoik. If some hooly hasn't thieved it yet.

GYROCOPTER



TEST 1 – Ice Hornet

No matter how well you get to grips with the ideal route, the sting in the hornet's tail is a hideous crosswind specifically designed to scupper your landing at the finale. The time limit is so harsh that you'll only be granted one approach for the runway, even after accelerating flat-out for the entirety. For this reason, favour the heaviest pilots to negate the wind factor a little. It also helps to land at a fair speed and use the whole runway to decelerate.

After the first steep dive you'll find yourself hugging the next shore for three spinning demi-rings in the vicinity of the pipeline. Clear the fourth stationary ring and bank sharp left toward the rising island, flying though the 'V' of its twin peaks for a hidden bonus ring. Curl right towards the next mountain and a second white ring will become visible.

TEST 2 – Balloon Rush

This shouldn't take much more than a couple of passes, and you can drop speed immediately after take-off to get in extra shooting opportunities. With no wind, there's little excuse for a messy landing (although the CPU marks harshly on accuracy).



TEST 3 – Meca Hawk Again!

You've only got half a target now, as Meca Hawk never appears more than waist-up. He can give you the slip quite easily if you approach while he's swimming away from you.

Landing is slightly unusual – if you destroy Meca Hawk in under 2'30", you have the option of flying out to the oil rig and getting a good line on the runway. If not, you have the excitement of climbing over the mountains and suddenly cutting your engine, dropping rapidly to the tarmac with the wind behind you.



Extra Levels

CANNON



The following angles are tested for Goose with power at full (and thus easier to judge) unless otherwise stated. Elsewhere we've provided scenery details by which to measure lower power gauges using the crosshair view. For the harder 'over the hill' targets you might prefer Hawk's rapid ballistic descent.

Super Cannon
W 50° N, elevation 1°30"
S 70° W, elevation 12°
W 30° N, elevation 18°
S 87° W, elevation 4°

Ultra Cannon
S 65° W, elevation 10°
S 11° W, elevation -10°, power 65% (just below mountain's edge)
W 27° N, elevation 29°
E 49° S, elevation 18°, power 75%

Miracle Cannon
E 22° S, elevation 13°30"
S 84° W, elevation -10°, power 25% (around horizon)
S 39°30" W, elevation 52°
E 54° S, elevation 45°, power 96%

SKY DIVING



Formation Sequences

A common problem is that you seem to be filling the right space but it still isn't giving you confirmation to hold position. This means your body angle is slightly off by a couple of degrees. Look at the formation shape as a whole and check that you're actually parallel with the line being made, or facing your partner at 90°, and fulfiling whatever pattern is called for. Even when holding, you may need to tap the air brake button occasionally while the timer counts down to stay at exactly the right height.



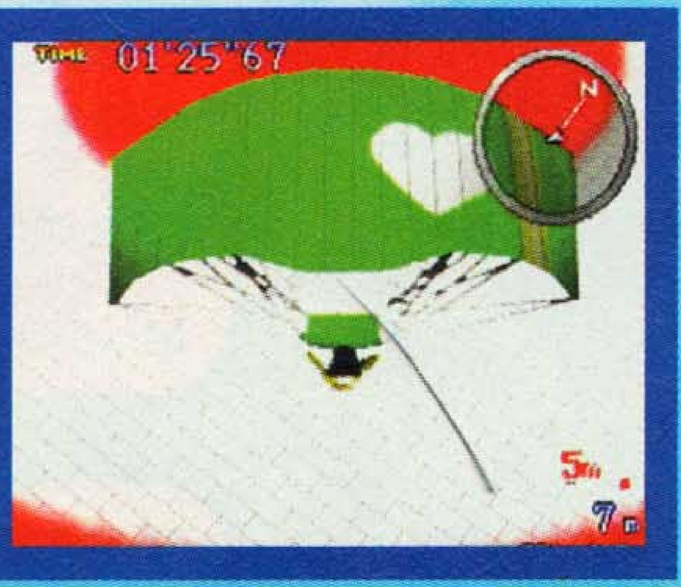
The formation team passes through cloud cover at 1100m, but you've got a brief moment in which the mist gathers to finish the last formation and score points.

Landing Sequences

Sky Dive 1

Centre your chutist directly over the end of the narrow wooden jetty near the target and dive, hard. Ease off and adjust position around 300m, make sure you're facing the bull's eye, then get ready to hit B between 100m and 90m. This should put you in a very reasonable position to make a fast but accurate landing. Keep the A button held on the last few metres for a soft impact.





Sky Dive 2

When you break cloud cover, look for the grey square of the airport and position yourself over the furthest corner from the landing zone (so that the wind is directly behind you, pointing to the target). Swivel to face the bull's eye but don't open your chute until around 70m. Yep, 70m. Don't do this after lunch.



Sky Dive 3

Look for a square intersection of four slopes south-west of the highest peak, near the landing zone, and position yourself over the cross. When you're facing the target, the wind speed indicator should be pointing straight from you to the red square on your radar. Hit B no later than 380m. You'll be moving fast, with the wind behind you, but should only need a last-minute brake slam to land softly on the bull's eye. You did remember the chocolates, yes?



JUMBLE HOPPER

The A button delivers more power, but it's the analogue stick that determines your angle of trajectory.To long-jump, hold A and push all the way forward. To make a high jump, hold A and push forward just half-way. At the best angle your pilot will perform a double roll in mid-air.

Test 1 – Triple Jump



As with all these missions, make sure you're pushing the right buttons when the game begins so that you don't waste your first jump. This takes 5 or 6 long jumps, past the nearest fountain, then over the airport: you're allowed up to 0.49 seconds over the limit to qualify for the perfect.

Test 2 – Moonlight Hop

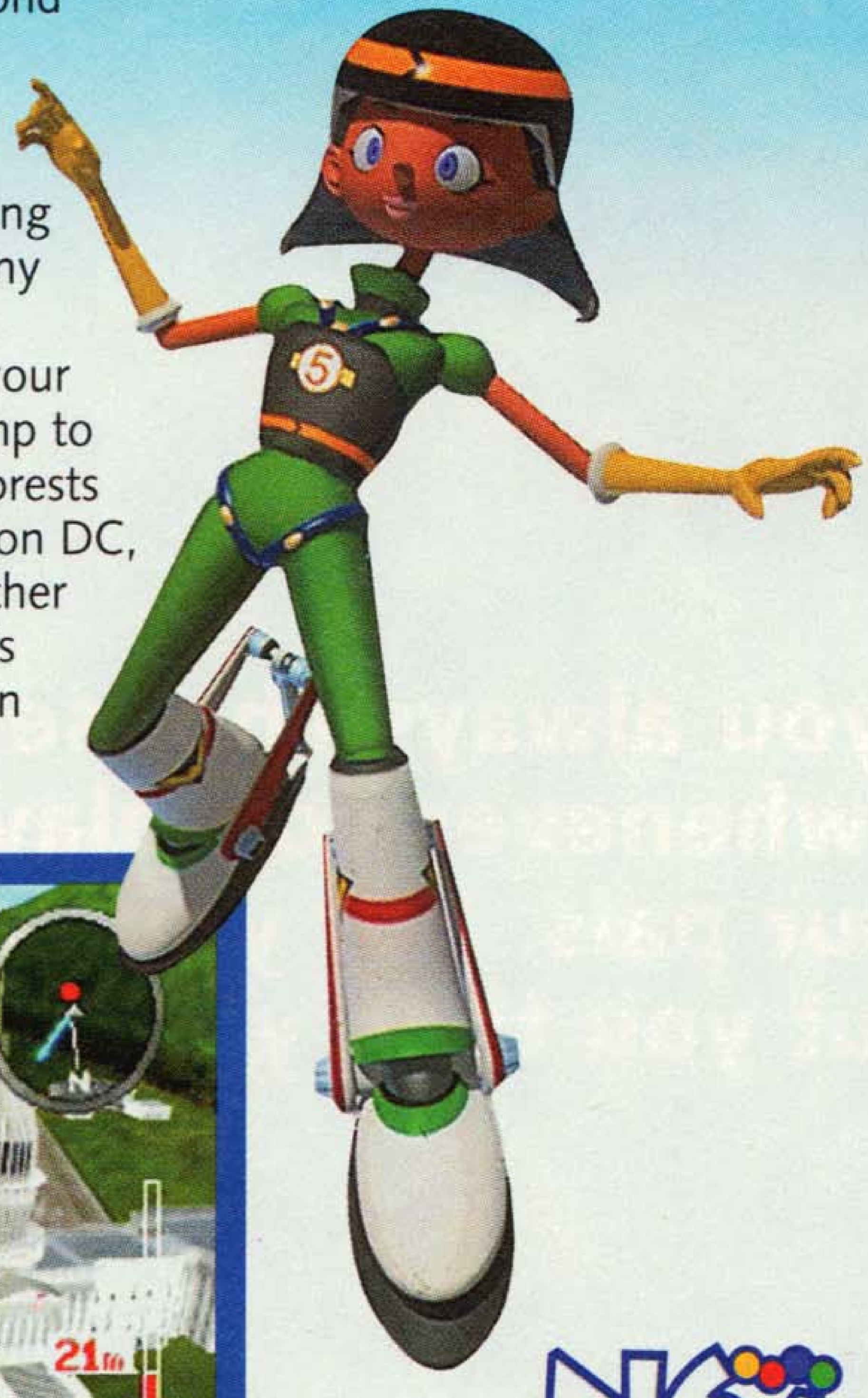
Follow the beach to the north face of the island. Above the temple village (with the clanging bells and smoking chimneys) is a path through the trees to the inner shore. You can save time with a left high jump onto the treetops here, cutting straight across to the target. Don't touch the water!



Test 3 – Go East

Get onto the forested mountain ahead with your first or second hi-jump, hill-hopping to the wind generators then down into Grand Canyon. Stay on the left side, restarting if you slip into the river at any point. Skip casually through Middle America, following your scanner, then use a high jump to cut over the mountainous forests on the east coast. Washington DC, and your target, is on the other side. That pool by the goal is intended to catch you out on the last tiny hop.





A FREE RIDE

The ultimate explorer's tool for Little States, this. Between the Shuttle Pad and The Hoover Dam is a motorway flyover where you'll find filling stations on both levels. You can refill your gas tank whenever you wish by guiding your rocket belt or driving your gyro across the forecourt and passing close to one of the pumps. Note the station's Paradigm logo, also found on refineries and company yachts...







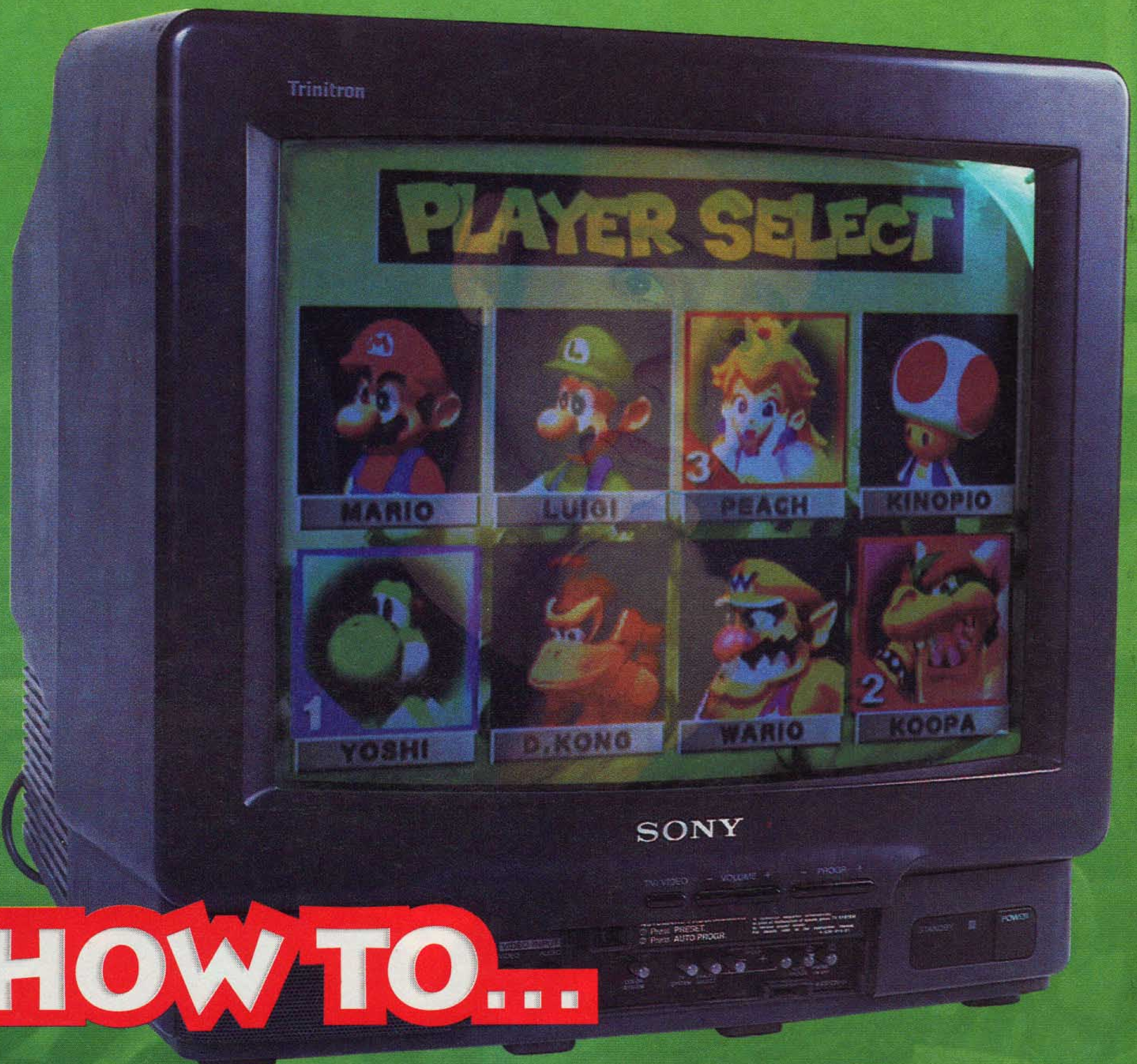
DAY TO NIGHT

Take the Beginner's Class Rocket Belt and head for the befountained lake on Holiday Island. From here, follow the water upstream towards the high chateau circled by hang gliders: the river springs from a cave in the hill. If you fly into the lattice grille at the end, you'll hear a frssshh and night will cloak the island.

THE END

No hidden vehicles beyond the extra courses, sadly, but at least they can give you the time of day – the only difference in the end sequences being the daylight conditions. Achievement and enjoyment are your true rewards. It would seem.

Daylight credits – complete the missions
Dusky credits – get gold medals in all missions and extra courses
Night credits – get a perfect 100 in all missions and extra courses



HOW TO...

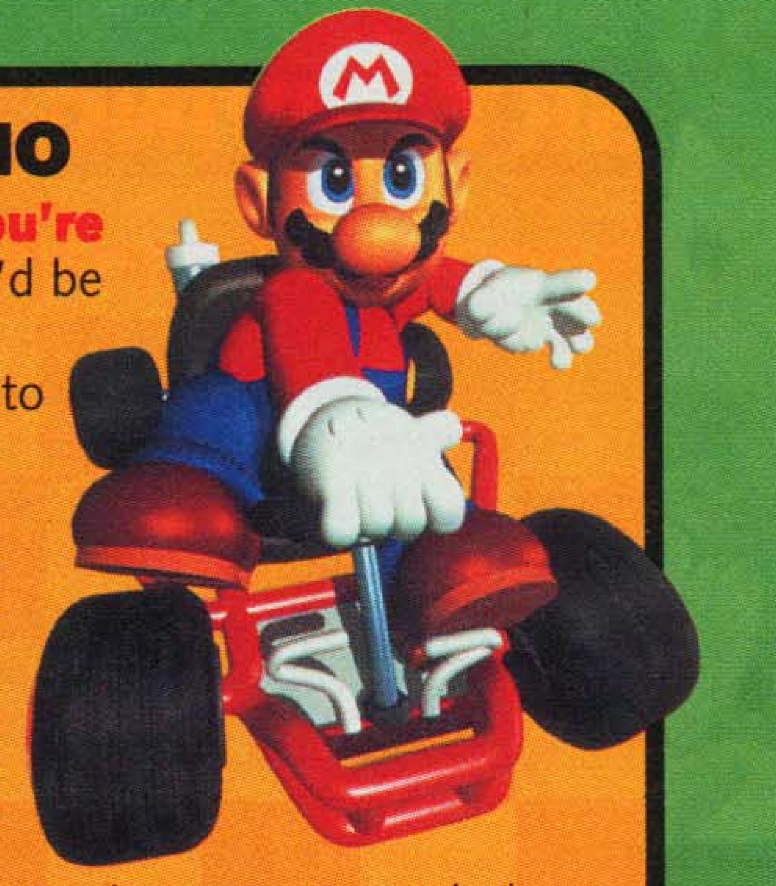
work out what your choice of Mario Kart 64 character says about you

Admit it: you always choose the same character whenever you play *Mario Kart 64* against your pals. But your choice can reveal more about you than you might realise...

Over the last few months we've had all sorts of people coming into the N64 office to play *Mario Kart 64*, and we've noticed some pretty clear patterns developing. The same characters keep getting picked by the same types of people, until it's reached the stage where we can guess who's going to choose who before they've even picked up a Controller.

So we were wondering if the process might work in reverse. Is it possible to work things out about a complete stranger – and, indeed, ourselves – simply by looking at which *Mario Kart* character they play as? And it is! Below are our findings. What do they say about you?

MARIO



What you're like: You'd be fibbing if you tried to pretend you hate being the centre of attention all the time. But beneath that attention-hungry exterior lurks a thirst for adventure and a determination to succeed – whatever the odds.

Your *Mario Kart 64* technique: You drive a clean race, finding that by staying out of trouble and concentrating doggedly on the road ahead you'll generally cross the finishing line ahead of the rest of the squabbling pack.

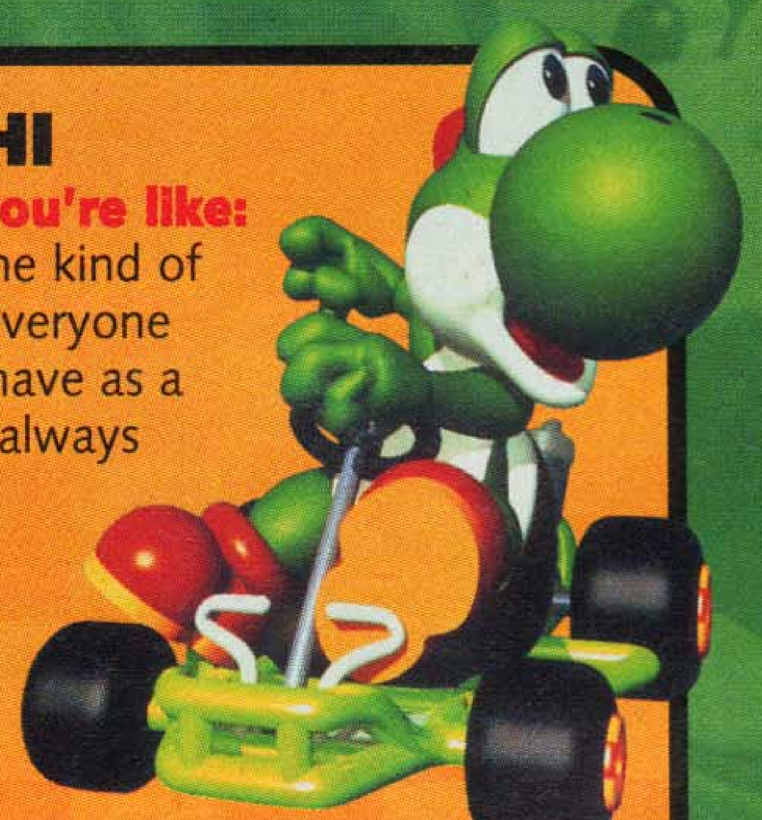
Your best circuits: Choco Mountain, Mario Raceway.

Relationships: You know who you're destined to be with, and you'd travel to the four corners of the Earth to make sure nothing – *nothing* – can keep you apart.

You're compatible with: Players who choose Princess Daisy or Yoshi.

Fellow Mario players: Shigeru Miyamoto, Damon Hill.

YOSHI



What you're like: You're the kind of person everyone likes to have as a friend – always cheerful and ready to help out a pal in trouble. You're vulnerable to being 'used', though, supporting people when you ought to be letting them stand on their own two feet occasionally.

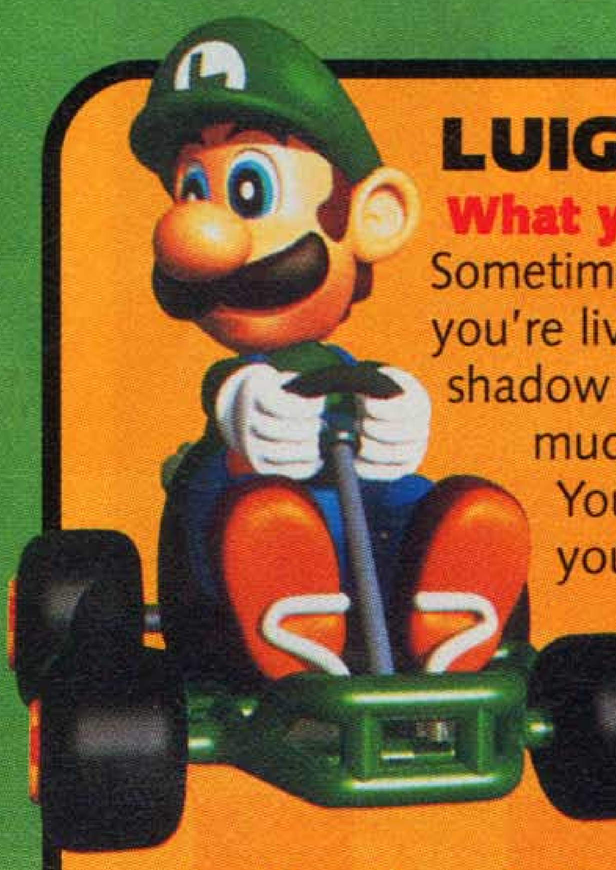
Your *Mario Kart 64* technique: The great thing is, although everyone's got the utmost respect for you, no-one's expecting you actually to win. So they aim their Red Shells elsewhere, and are flummoxed when you cruise across the line in first.

Your best circuits: Koopa Trooper Beach, Yoshi Valley.

Relationships: All you ask for is someone who'll be there for you, making you cups of tea and laughing at your jokes.

You're compatible with: Players who choose Mario or Luigi.

Fellow Yoshi players: Wil Overton, Mother Theresa of Calcutta.



LUIGI

What you're like: Sometimes you worry you're living in the shadow of others too much. But don't! You know you're smarter than them, and you've always worked best from behind the scenes.

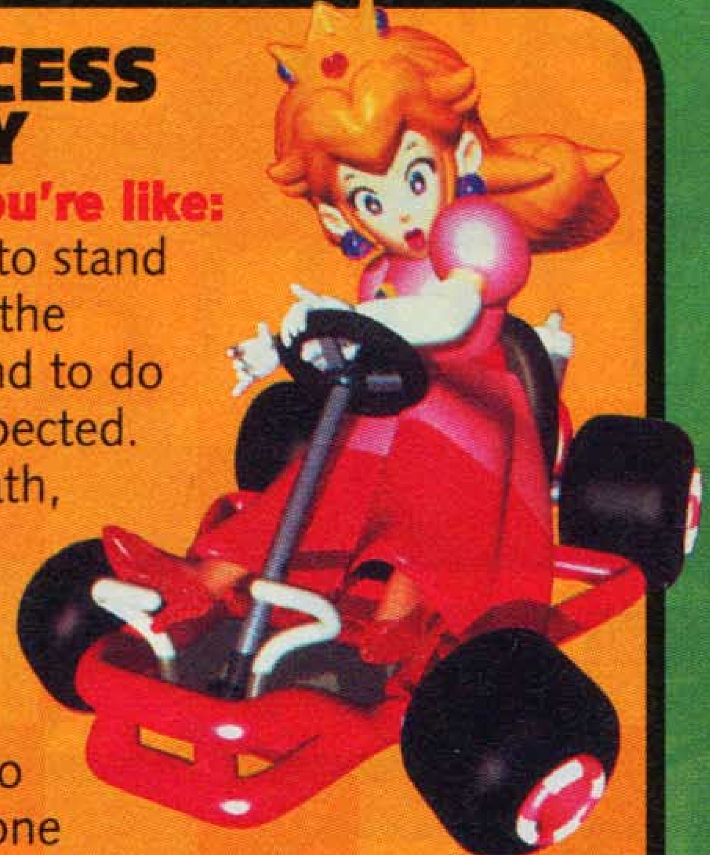
Your *Mario Kart 64* technique: You're a master of the hanging-back-to-get-better-power-ups-and-then-using-them-to-zoom-into-the-lead technique. You have to endure the abuse of everyone else, who thinks you're just being useless. But they stop laughing when you Thunder Bolt them on the final lap.

Your best circuits: Luigi Raceway, Banshee Boardwalk.

Relationships: You tend to admire people from afar – generally people who you're too intimidated by to approach. A few of the right signals, though, and they'll be doing all the approaching.

You're compatible with: Players who choose Bowser or Yoshi.

Fellow Luigi players: Jim Henson, Peter Mandelson, the Wizard of Oz.



PRINCESS DAISY

What you're like: You love to stand out from the crowd, and to do the unexpected. Underneath, however, you crave security, and just to be left alone sometimes.

Your *Mario Kart 64* technique: Unpredictable and – yes – sassy, you're forever changing tactics, one minute putting everything you've got into staying on course and lapping as fast as possible, the next slowing down to pick off a pursuing opponent with a Red Shell.

Your best circuits: Frappe Snowland, Royal Raceway.

Relationships: You've got a definite idea of who you want to be with, but for some reason you never seem to get any time together – other people just keep getting in the way.

You're compatible with: Players who choose Mario or Donkey Kong.

Fellow Princess Daisy players: Sigourney Weaver, Thelma & Louise.



TOAD

What you're like: You've never been one to stick in your nose where it's not wanted, or push people around, and people can sometimes think this means you've got nothing to contribute. But they soon find out how wrong they are.

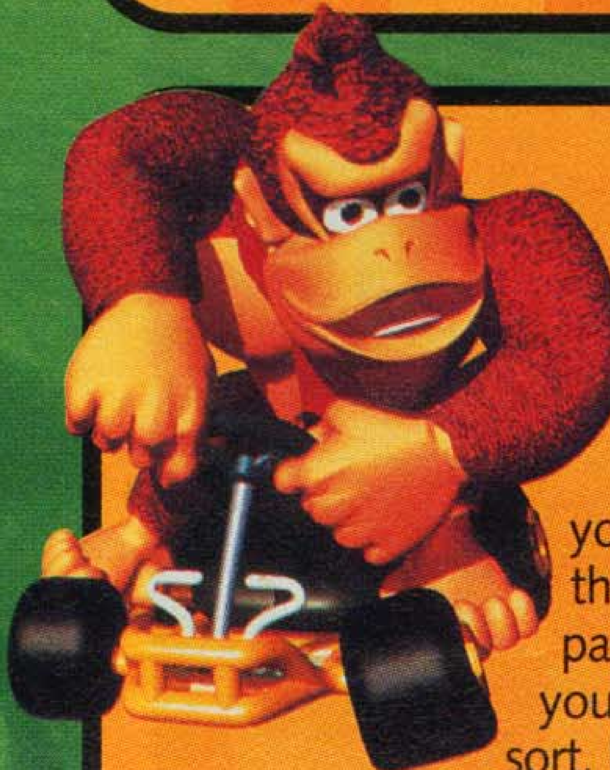
Your *Mario Kart 64* technique: You prefer to let your driving finesse do the talking, eschewing power-ups in favour of skilful cornering and cunning short cuts. You'll get out the Red Shells when riled, however.

Your best circuits: Toad's Turnpike, Sherbert Land.

Relationships: You've had your eye on someone special for a while now, but you can't quite work out how to bring the subject up in conversation. Find a way soon, or someone else might get in there first!

You're compatible with: Players who choose Bowser or Wario.

Fellow Toad players: Jonathan Davies, Peter Andre.



DONKEY KONG

What you're like: You've got a few skeletons in your closet, but that's all in the past now and you're a popular sort. People love you for your warmth and solid dependability, but they're aware that if they cross you you'll break their arms.

Your *Mario Kart 64* technique: If anyone gets in your way they'll soon know about it as you shoulder your way past them, especially on the starting grid. But your tendency to make enemies makes you the biggest Shell-magnet on the track.

Your best circuits: Donkey Kong's Jungle Parkway, Kalimari Desert.

Relationships: You'd be the first to admit that you don't find it easy forming relationships. And when you do hit it off with someone, before they know it they can find themself feeling trapped by you. So go easy on them, and try not to be so heavy-handed.

You're compatible with: Players who choose Princess Daisy or Wario.

Fellow Donkey Kong players: James Ashton, the woman in The Governor, Scary Spice.



WARIO

What you're like: You know what you want and you'll stop at nothing to get it. Your determination can makes make other people slightly wary of you, but they just misunderstand you, that's all.

Your *Mario Kart 64* technique: "I'm-a Wario! I'm-a gonna win!" is your battle cry, and it's this refusal to consider failure that so often ensures that you do, indeed, win. You tend to formulate an ingenious masterplan before each race and then stick to it, although it's frequently scuppered at the end by one persistent underdog-type opponent.

Your best circuits: Wario Stadium, Moo Moo Farm.

Relationships: Your apparent self-confidence is your best love weapon – use it to make the object of your desire swoon. And when they later find out what a softie you are underneath, their heart will be yours.

You're compatible with: Players who choose Toad or Donkey Kong.

Fellow Wario players: Hiroshi Yamauchi, Donald Pleasance, Tim Weaver



BOWSER

What you're like: You like to think you're pretty tough and ruthless, with a filthy temper, but if your friends need you (if, for example, a giant metal king threatens to take over the Mushroom Kingdom) then you'll be there for them.

Your *Mario Kart 64* technique: You are the Powerupmeister. If anyone gets in front of you they'll find a Red Shell up their exhaust pipe. If they reach a jump they'll find themselves shrunk with a Thunderbolt. They can't round a corner without spinning on a Banana, or drive into a group of power-ups without fear of crashing into a Fake Item. They all hate you.

Your best circuits: Rainbow Road, Bowser's Castle.

Relationships: You distance yourself from soppy stuff as a rule, as it doesn't fit in with your merciless image. But when it hits you – and it'll will! – it'll hit you good and proper.

You're compatible with: Players who choose Luigi or Toad.

Fellow Bowser players: Jaws out of Moonraker, Darth Vader.



Peter Andre: A Toad player through and through. He knows who he wants, but he's too scared to let her know!



Scary Spice: Always plays with Donkey Kong. Once she's got her man she won't let him go – at any cost!



Shigeru Miyamoto: Tends to pick Mario. He'll go to any lengths to make sure nothing keeps him from his girl



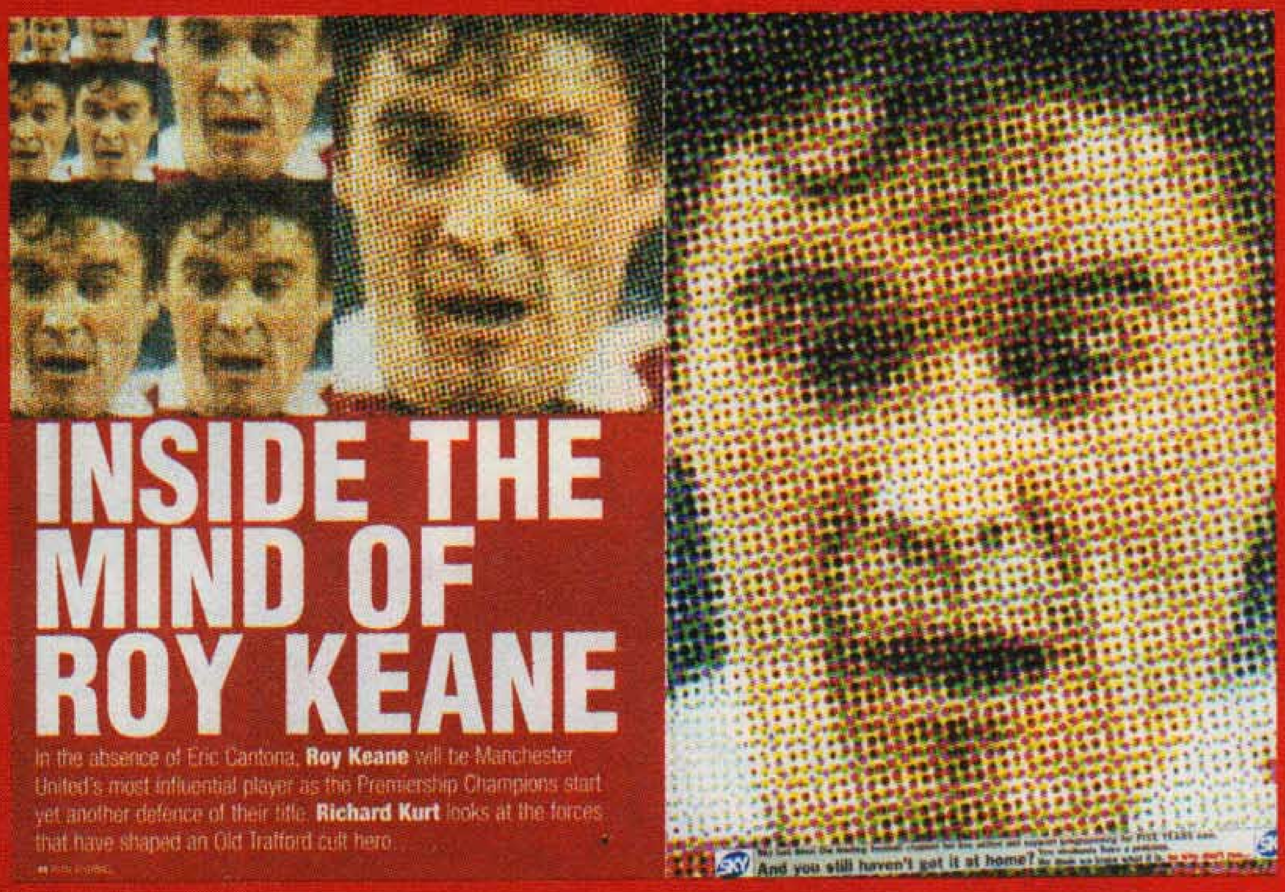
Wil Overton: Yoshi's his karter. He's always having to help people out, and just wants his cup of tea!



Darth Vader: A Bowser regular. He plays it cool, but somewhere there's a girl he won't be able to resist!

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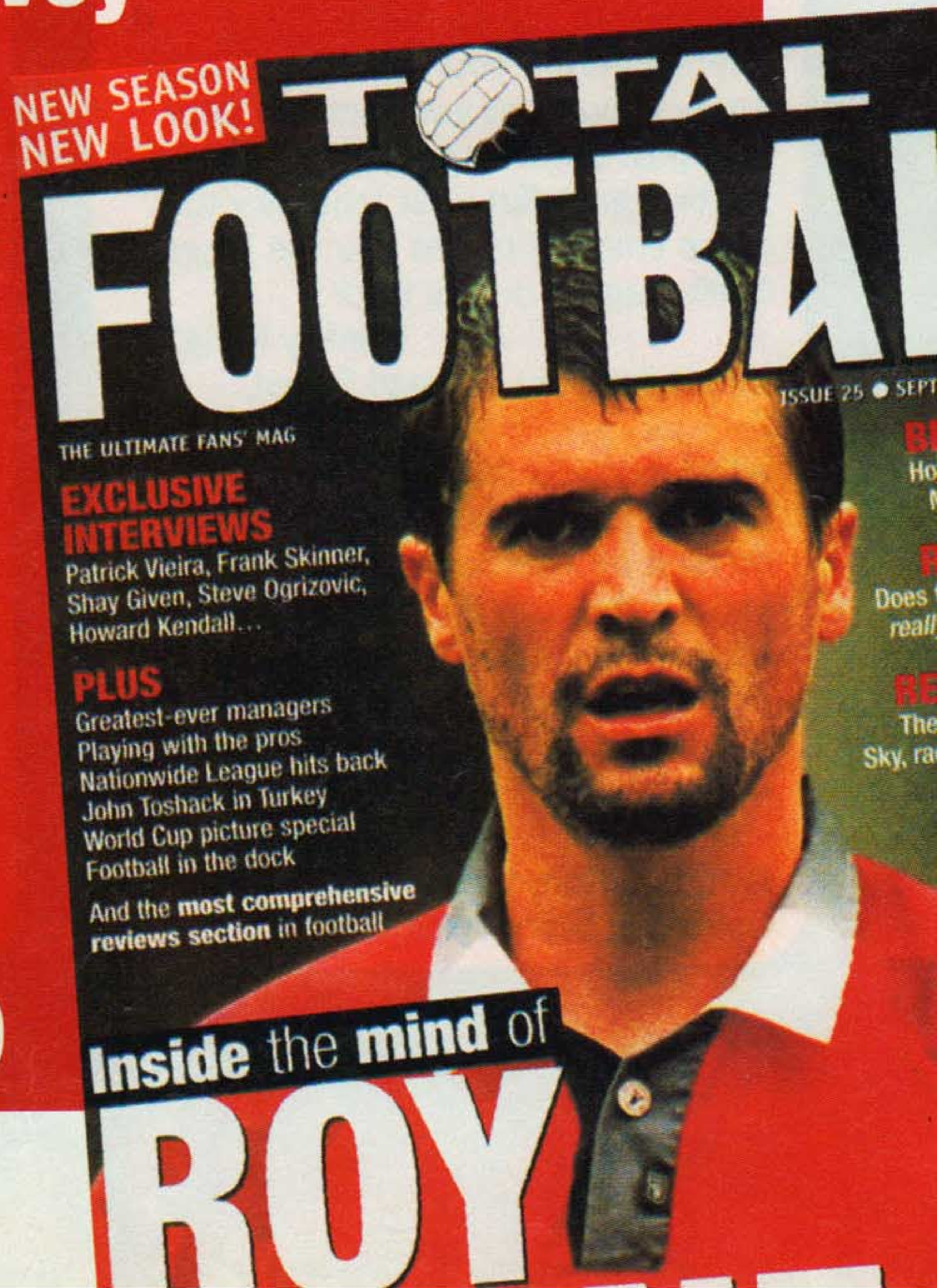
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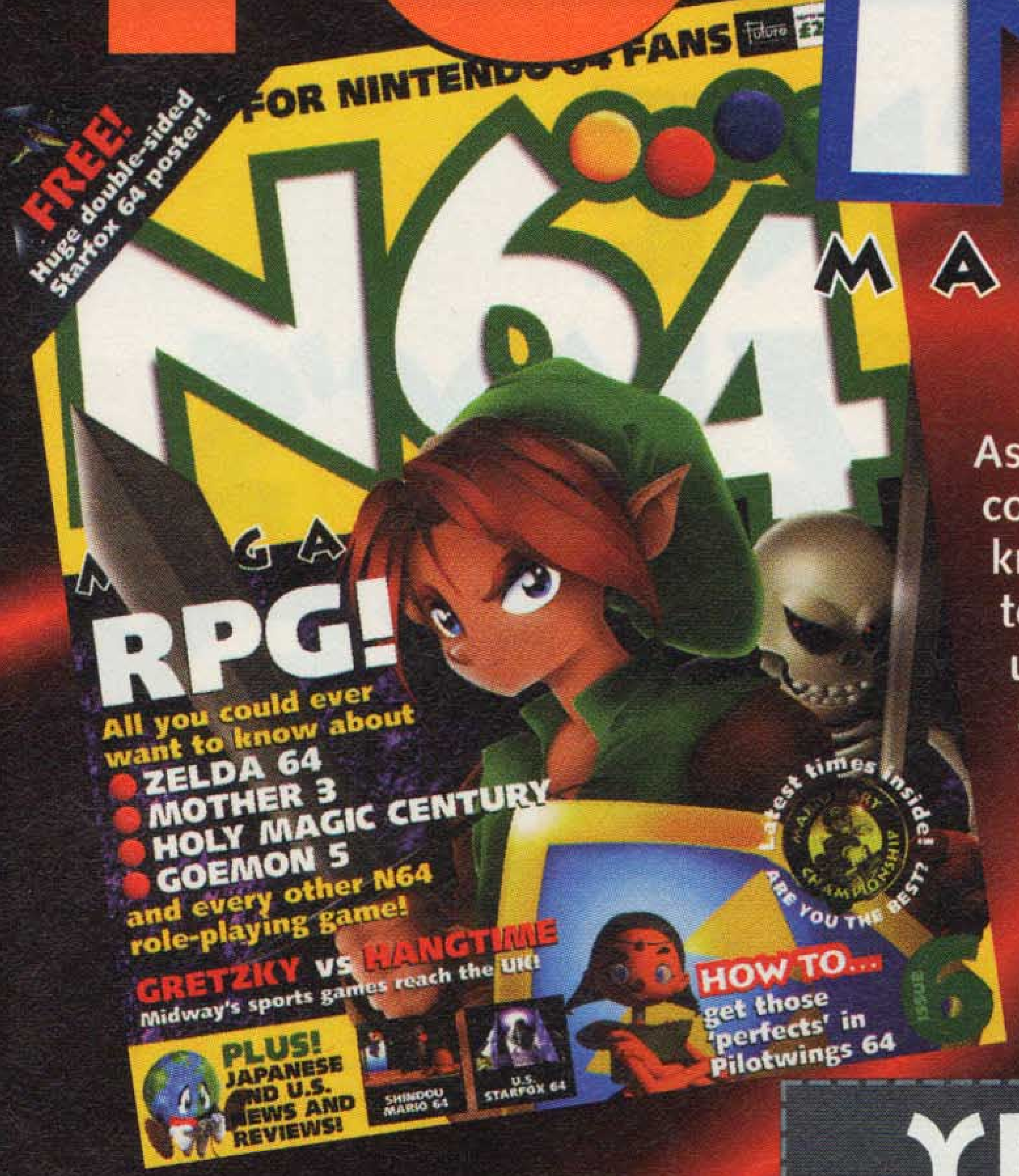
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You're through to... THE NINTENDO

Every month the Hotliners take an hour or so off from the phones, get together in a team huddle and collate all their most useful games tippage onto a couple of sheets of lined A4. Their leader then gives these pencil-scribbled notes to their burly (and slightly scary) Scots secretary, Maureen, who types them nicely for us to present to you. Ah! The glamour of it all!

This month on the Hotline, we've been perfecting our lap times on *Mario Kart 64*, interspersed with a bit of *GoldenEye 007*, which we managed to nab as it winged its way past our office. Suffice to say, when it gets its release, it'll blow you all away! Still, that's a story for another day...

Also making a brief appearance in the office was a copy of the much sought-after *Wayne Gretzky's 3D Hockey*. We got this one just long enough to work out some of the cheats before it was whisked off to the deep recesses of the building. Anyway, these codes should keep you busy for a month or so!

The most common call this month has revolved around the so-called Banana Track on *Mario Kart 64*. Be aware, as far as we're concerned, *it does not exist!* We've talked to some of the head honchos at Nintendo and they've assured us it must be some kind of practical joke.

So until next time, amigos...

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **(01703) 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

WAYNE GRETZKY'S 3D HOCKEY

Hints and Tips



PLAYER AND RINK SIZE

Description

This code allows you to change the head size, body size, height of the players and the rink size.

Instructions

Go to the Options screen (where you're able to change the rink size and other options). Hold Bottom C and press R. This will bring up a line of zeros at the bottom of the screen with "Specials" written next to it.

To change the head size, hold Bottom C and press the R. Enter the code again and you'll get a different-sized bonce.

To change the body size, hold Left C and press R. To change the height of the player, hold Left C and press the R for a second time.

To widen the rink size, hold Top C and press R. To shrink the rink size, hold the Top C and press R for a second time.

SUPER TEAMS

Description

This code activates four Super Teams: Canada, USA, 99ers and Williams Entertainment.

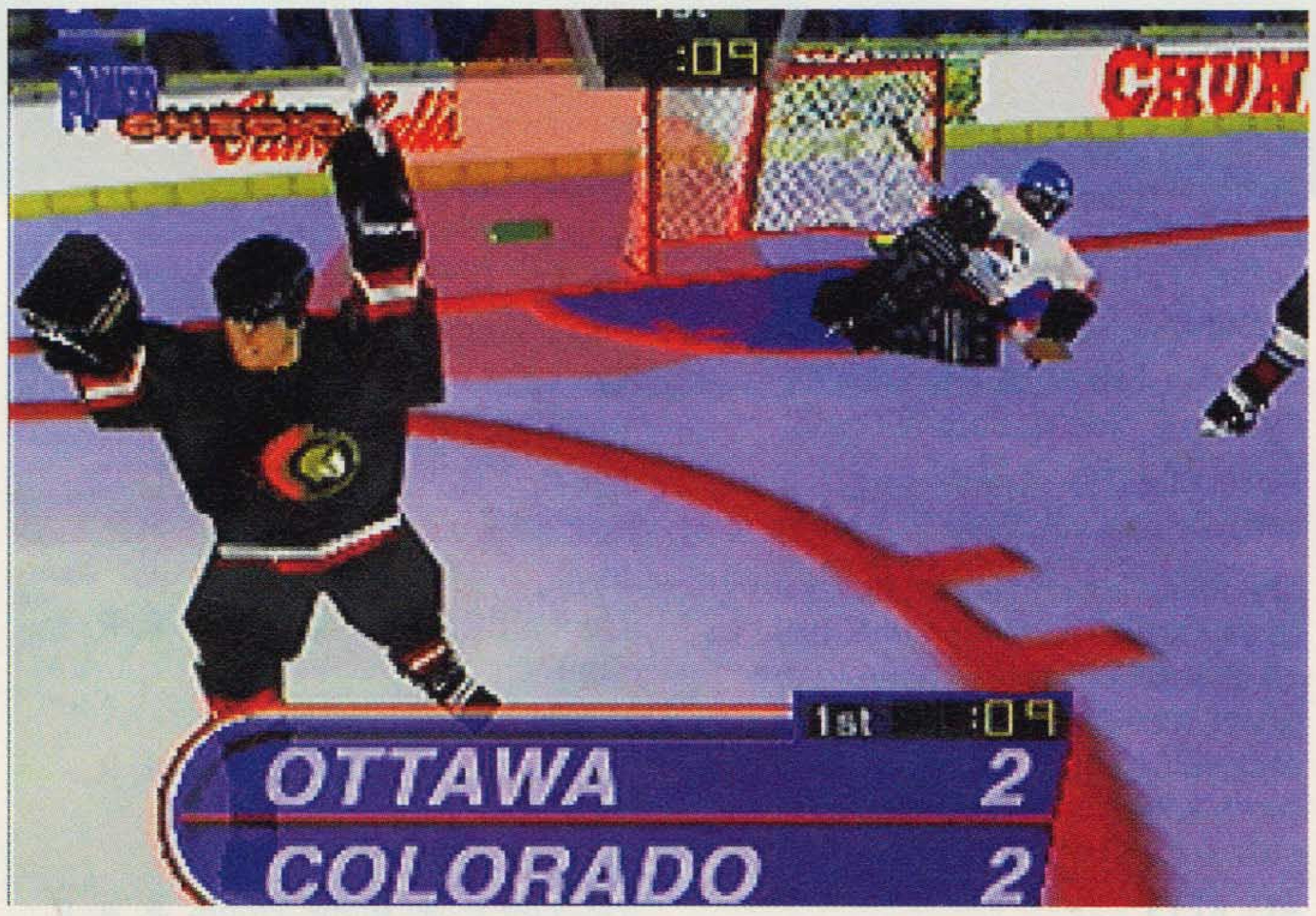
Instructions

On the Options screen, before you've picked your team, hold L and enter the following sequence on the C-Buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. When you go to the Team Selection screen, you'll find an extra conference with four Super Teams. The Canadian and American teams feature well-known national



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HOTLINE





stars, while the 99ers include the biggest stars from both countries. The Williams team includes the programmers who created the game. Pleasant enough.

CUSTOMISE TEAMS

Description
This code allows you to create up to two custom teams by copying players from one squad to another.

Instructions
On the options screen, hold L and press the following sequence on the C buttons: Down, Down, Up, Up, Down, Down, Right, Right and Down. A confirming message should now appear.

Now go to the Team Stats screen and press Top C ten times. Two team names will now appear. Use the control pad to scroll through the team lists.

Select two teams to modify, putting your first choice at the top and Press A. (Note: you'll only be able to copy players to these teams from other squads. You won't be able to copy between the two teams you choose.)

Your first choice team will appear on the left side of the screen while a random team appears on the right side. Press B to scroll through the teams on the right until you see a player you'd like to copy.

Use the control pad to highlight a player on each team. The player on the left will be deleted and replaced by the player on the right. When you've made your selection, press A to confirm.



Repeat the above steps to replace as many players as you like and even to create multiple duplicates. Once your first team is modified, press Start. Your second-choice team will now appear on the left side of the screen. Repeat the process above to modify that and when finished, press Start.

Your custom teams will now be available in One Player, Multi Player and Season Mode. (Note: Once you have modified your teams completely, and if the N64 has not been turned off, you can re-enter the Modify screen by repeating the code. However, if you access the screen after turning off the system, all previous changes will be erased.)

SNEAKY ADS

Description
This code allows you to view various company logos.

Instructions
Press Z when on any non-gameplay screen (the Records menu screen, for example). You'll see a company logo scroll across the bottom of the screen. Keep pressing Z to view all of them.

INVISIBLE PLAYER

Description
This code allows you to turn your favourite player completely invisible.

Instructions
Pause the game during the opening face-off and select replay. Press L or R to select a player and as the player is flashing, press Z to make him disappear.

INVISIBLE TEAM

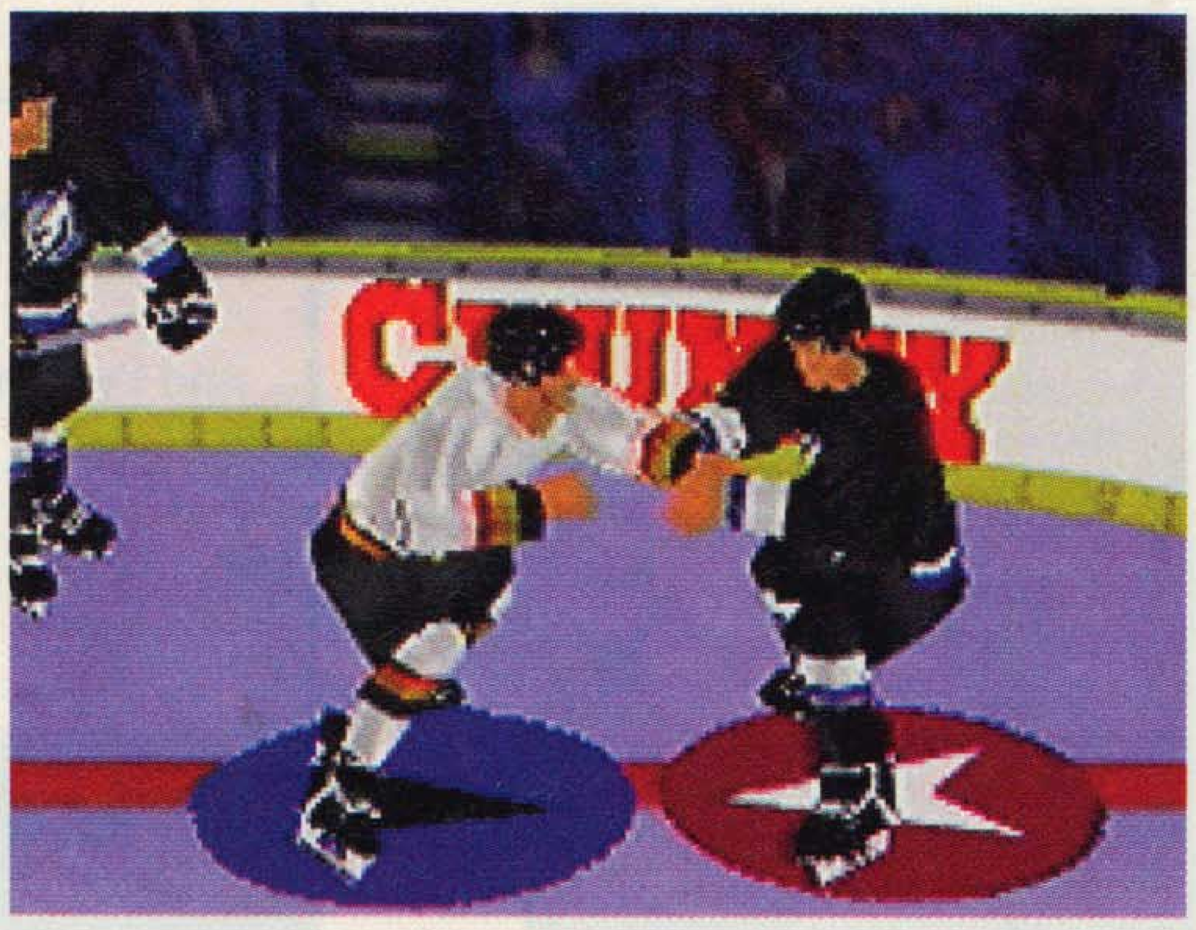
Description
This code allows you to turn all the players on your team invisible.

Instructions
Make one player invisible (as described above) and then repeat the process until all your players are invisible. (Note: Be sure to select each of your players in order, from one end of the lineup to the other. If the cursor crosses over an invisible player, he'll re-appear. If a player doesn't disappear, just choose him again.)

FIGHT ALL THE TIME

Description
This code allows for better fighting!

Instructions
Pause the game during a match and select Options. In the Options menu, highlight Fighting, hold L and using the C buttons enter the following sequence: Right, Left, Left, Right, Down, Up, Up, Down, Left, Right, Right, Left, Right, Left. A line of zeros will appear at the bottom to confirm the code.



GO! GO!

TIPS EXTRA

A bumper month for tips from you, our readers, this issue, with an excellent short cut for *Mario Kart* topping the list. Do send in any *Mario Kart* shorties you find, with video footage if possible. Elsewhere there are even MORE codes for *Shadows of the Empire*.

SHADOWS OF THE EMPIRE
(Nintendo)

LAST MONTH'S CHEATS
Unfortunately, the type face we print the magazine in didn't really make last month's *Shadows* codes all that clear. At the name entry stage it's important to leave two spaces between 'Wampa' and 'Stompa' as well as one space before it. Remember also to set your controls to 'Traditional' and last month's codes should work fine.

SUPER WEAPONS
This code will only work on the Jedi difficulty setting. Enter your name as _Jedi (with _ as a space – the code is also case-sensitive) and start the game as normal. You should now find Dash has a vastly improved armoury.



HEAR ME ROAR!
This one's useful! Enter your name as R_Testers_ROCK and when you're using the game menus you'll hear the Wampas roar. Super.

HEXEN
(Midway)



CHEATS
It's an American game, so it's got thousands of cheats for it already. Most of these will ruin your game, though, obviously, so think carefully before using them.

GET ALL THE PUZZLE ITEMS
At any point in the game, press Top C, Left C, Left C, Left C, Right C, Bottom C, Bottom C.

WALK THROUGH WALLS
Again at any point, press Top C twenty times followed by Bottom C. Use this cheat to walk through un-opened doors.

CHEAT MENU
Start your game, and once it's loaded pause it using Start. Now press Top C, Bottom C, Left C, Right C. You should see 'Cheat' appear at the bottom of the pause menu. If you enter this new option, you should be able to activate the following codes:

GOD MODE (INVINCIBILITY)
Left C, Right C, Bottom C

LEVEL SELECT
Left C, Left C, Right C, Right C, Bottom C, Top C

KILL ALL ENEMIES ON SCREEN
Bottom C, Top C, Left C, Left C

FULL HEALTH
Left C, Top C, Bottom C, Bottom C

The following codes can be inputted at any time. However, you'll have to go to the Collect sub menu in the Cheat menu to activate them. A swooshing sound means a correct code, whereas an incorrect one will provoke a "Hmmm".

ALL KEYS
Bottom C, Top C, Left C, Right C

ALL ARTIFACTS
Top C, Right C, Bottom C, Top C

ALL WEAPONS
Right C, Top C, Bottom C, Bottom C

DARK RIFT
(Vic Tokai)



FAST ENDINGS
If you want to see the ending for a character without the bother of actually having to win with him then enter the following codes. The title screen is the place to do it…

AARON
Up, Left C, R, Right, Down, R, R, Left C

DEMONICA
Up, Left C, R, Right, Down, R, R Top C

DEMITRON
Up, Left C, R, Right, Down, L, L, Bottom C

EVE
Up, Left C, R, Right, Down, R, R, Right C

GORE
Up, Left C, R, Right, Down, R, R, Bottom C

MORPHIX
Up, Left C, R, Right, Down, R, R, B

NIIKI
Up Left C, R, Right, Down, R, R, A

SCARLET
Up, Left C, R, Right, Down, L, L, Top C

ZENMURON
Up, Left C, R, Right, Down, L, L, Right C

PLAY AS THE BOSSES
Enter these codes at the title screen to play as the game's two secret bosses.

SONORK
L, R, Top C, Bottom C, Left C, Right C

DEMITRON AND SONORK
A, B, R, L, Bottom C, Top C

YOUR TOP TIP
Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you out a rather flash **N64** pin badge. If you get the coveted Number 1 slot we'll send you something just a little bit special. Don't send us stuff we've already printed, though, it makes James cross.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....

Address ....

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Post code ....

Send to: Tips Extra, **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

READERS' TOP TEN TIPS

Not one but three certified *Mario Kart* shortcuts this month, one of them easy enough even for James to do. Elsewhere there are some racing and Battle Mode tips and a step-by-step guide to cheating at Princess Peach's slide in *Super Mario 64*. If you've discovered a top tip in a game then fill in the coupon below and rush it to us. The top one each month wins a desirable Sharkpad from our cuddly friends at Interact (01204 862026).



MARIO KART SPECIAL!





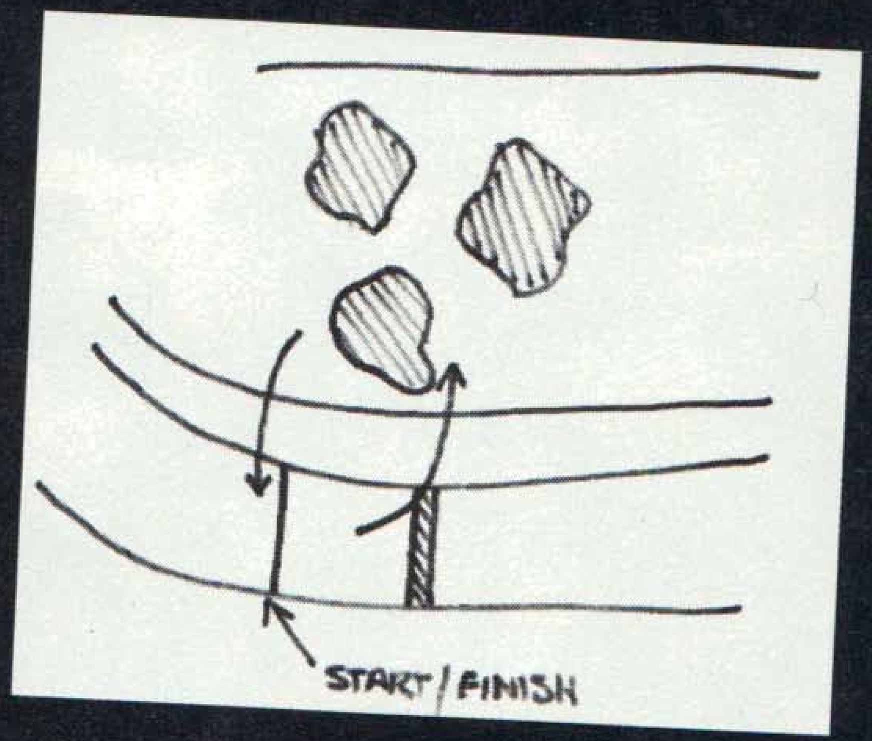




1 Mario Kart 64
To get a race time of around 1'20" on Donkey Kong Jungle Parkway, use this easy shortcut. From the start of the race, quickly turn your kart around and head back into the tunnel. Turn around again and drive at the rock on the left-hand side of the tunnel exit. If you get the angle correct, you should find yourself zooming through a polygon seam and down into blackness before finally hitting some mysterious water. Lakitu should now put you back at the entrance of the cave and you'll be able to drive around to the finish line to complete 'lap one' (hem hem).

After crossing the line, turn your kart around again and repeat the shortcut for the second and third laps. Each lap should come in at under 30 seconds and your total race time should now be roughly half that of a race with three good normal laps.
Paul Wiliams, Ipswich

2 Mario Kart 64
This short cut alows you to do roughly 10 second laps on Wario Stadium. First, jump over the wall as described in issue 4 (briefly: use the first bump and a jump/power mushroom). Once over, turn around and look for the Start/Finish sign on the other side of the wall. Accelerate towards the piece of wall just to the right of this and hit the R button just as you collide with it. With any luck you should go flying over for a ten second lap. My best lap time using this shortcut is 0'08"66, and my best race time is 0'33"24.
Barnabas Burgess, Selly Oak



3 Mario Kart 64
To cut off loads of time on Royal Raceway use this cunning shortcut. As you round the third bend on the track (the one with stripes on it), turn out for the long straight as normal. About half way along turn sharply to the left and aim for a black line on the far side of the river bank. Use a mushroom and an R button jump (similar technique to Mario Raceway) and you should be able to hit the far bank and roll down into the water. If you manage this, you'll be put back on the track at the top of the jump, cutting out a large proportion of the course.
James Eckersley, Leigh











4 Super Mario 64
Here's a step-by-step guide to acheiving a fast time on Princess' Secret Slide.

Step 1
As you land, select Mario Cam and hit Bottom C for the best view.

Step 2
Run forward and, just before the sign post, slide with Z and B.

Step 3
When you reach the end of the tunnel (having taken the last turn wide), hold hard left and hit jump just as you reach the wall.

Step 4
Turn left-in-air and face the right corner of the chequered post (see pictures).





Step 5
Half way down hit B to do a belly flop and steer left while continually holding up for maximum speed (see picture).



Step 6
Steer as straight as possible to achieve a time of around 13.3 seconds (see picture).



Andrew Mills, Londonderry

5 Mario Kart 64
On the Skyscraper level in Battle Mode, put a few bananas and fake power-ups in the place that Lakitu puts opponents back on the course. (This is always the same spot, regardless of where they fall off.) This way, they'll lose another balloon as soon as they restart. Heh heh.
Aaron Tuson, Theydon Bois

6 Mario Kart 64
If you're playing as one of the light drivers, use an R button hop combined with a turbo start to jump straight into first position at the beginning of a race. This is a good way to avoid spinning against the larger characters in front of you.
Michael Morris, Warrington

7 Super Mario 64
To get on to Lakitu's Island on Tiny Huge Land without using the Shyguy, fire yourself from the cannon at the post. You'll be knocked backwards but should stay on the island to collect the coins.
Anonymous

8 Super Mario 64
On the final course (Bowser's Dark World 3) there's a blue spinning lift about a quarter of the way through, across the first see-saw. Reach the highest point here and a well-timed back flip will land you on a higher part of the course, cutting out the difficult part.
Stephen Thompson, North Wales

9 ISS64
If you want to show off, stand still and hold lob (Left C). As long as you don't let go, your player will start to juggle the ball with his head, shoulders, legs and feet.
Luke Porter, Belfast

10 ISS64
If you're playing with three strikers, use either the left or the right man to take the ball to the byline, close to the edge of the penalty box. If you now tap Top C (Throughball), then your player should lay on a beautiful cross into the box for your middle striker to bury (hold down B and use the appropriate stick direction).
Anonymous

And finally
Sorry to Paul Harvey of Hereford and Jonathan Hume of Horsham, whose names were mysteriously missing from their *Super Mario* and *FIFA* tips last month. Their badges are in the post.

I'M THE BEST

A bit more room – that's what our high scores section needed.

NEW AND IMPROVED!

Blimey! One tiny *Mario Kart* compo and 'I'm the Best' is swamped with your entries. As you'll know, we're now running a huge *Mario Raceway* competition on page 54, but 'I'm the Best' has been specially expanded to deal with other *Mario Kart* tracks and other games too. So if you think you're a bit good at a game, send in your scores for the leagues on this page and get your name in print. Remember, too, to check out the new leagues we'd like to run at the bottom of the page.

Number one positions in the leagues will be awarded (along with the obvious honour of being in first place), a gleaming **N64** Magazine badge. Each month there'll also be a specific game challenge, with a Sharkpad Pro 64 joypad from our friends at InterAct (01204 862026) awarded to the winner.

Star Performance

First to write in response to Zy's *Super Mario 64* coin challenge was Dawn Ford of Dundee. She reckons she's managed to collect every single one of Mario's coins, and that the total for the 15 courses is 2085. Whether that's the final total or not, she's got a photo to prove her score and some tips on how to achieve it:

Hazy Maze Cave
To get Mister Eye, jump on the moving platform and use it to get over to him. Park the platform alongside the corner of his platform and run around him until you get halfway round. Then jump over him. Hopefully his pupil will follow you around so his eye circles.

To kill the bats (almost above Mister Eye), simply stand on the second of the two close-together bridges (thus winning the red coin) and now – standing still – do a double jump. Hopefully now the bats will take an interest in you and you'll be able to jump on their heads when they come close.

Tiny Huge Land
Pound on the big Goombas for five coins. There's a secret coin on Little Land, around where the cannonballs come out.

Shifting Sand Land
Use the shell to kill the Flyguys and collect the coins.

Congratulations, Dawn! Some N64-related goodies are in the post. Attention, other readers! If you've managed a particulary incredible feat in an N64 game, don't just send us the score – tell us how you did it as well, and if you're able to impart any particularly useful knowledge we'll reward you accordingly.

NEW HIGH SCORE!



What with one thing and another we thought things were getting a bit complicated with the 'New High Score' and 'I'm the Best' sections, so we've decided to re-run issue 5's competition with a definite closing date. The challenge is to record the fastest time on *Mario Kart's* Luigi Circuit, and the prize is a Sharkpad Pro from InterAct.

The best (photographed/videoed) time will win, and the best ten will be automatically entered into the Luigi Circuit league on the right. Jonathan's original time to beat was 2'06"46, but, as you can see, Benn Stiff is currently in pole position with a time of 2'03"43. All entries must use the PAL version of the game and arrive in the office no later than September 5th.



New leagues!

We'd never want to be accused of being boring. So next month we'd like to run a few new 'I'm the Best' leagues. For issue 7 and onwards, as well as the leagues on this page already, we'd like to see your scores and times for the following:
Mario Kart: Koopa Troopa Beach, Frappe Snowland, Bowser's Castle and Banshee Boardwalk.
Wave Race: Glacier Park (fastest time and stunt high score)
Shadows of the Empire: Times for Hoth battle

MARIO KART 64

(AMERICAN/JAPANESE)

Luigi Circuit			
1	1'43"06	Confirmed	*Mike Hurry, Aberdeen*
2	1'43"45	Confirmed	*Andrew Taylor, Reading*
3	1'43"65	Confirmed	*GK, Darlington*
4	1'43"68	Confirmed	*Ian Taylor, Reading*
5	1'44"35	Confirmed	*Jonny Town, Horbury*
6	1'44"86	Confirmed	*David Sanders, Stratford*
7	1'46"16	Confirmed	*J Davies, N64 Magazine*
8	1'46"73	Confirmed	*William Lam*
9	1'46"80	Confirmed	*Tony Hill, Reading*
10	1'46"89	Confirmed	*T Wright, Newcastle*
Mario Circuit			
1	0'55"82	Confirmed	*Mike Hurry, Aberdeen*
2	0'56"77	Confirmed	*Steven Housley, Idle*
3	0'57"11	Confirmed	*Colin Rastrick, Ilfracombe*
4	0'58"31	Confirmed	*Steve James, Much Wenlock*
5	0'58"39	Confirmed	*Michael Park, Swindon*
6	0'58"98	Confirmed	*Kevin Shek, Slough*
7	0'59"07	Confirmed	*Marc Duport, Gurnsey*
8	0'59"16	Confirmed	*Neil Daunt, Guernsey*
9	0'59"64	Confirmed	*Graham Dibley, Basingstoke*
10	1'03"49	Confirmed	*T Wright, Newcastle*
Royal Raceway			
1	1'53"13	Confirmed	*J Davies, N64 Magazine*
2	2'34"26	Confirmed	*Mike Hurry, Aberdeen*
3	2'35"34	Unconfirmed	*Simon Franklin, Leeds*
4	2'35"41	Confirmed	*Richard Tapner, London*
5	2'35"87	Unconfirmed	*Robert Davis, Oldham*
6	2'35"99	Confirmed	*T Wright, Newcastle*
7	2'36"12	Confirmed	*Chris Green, Argyll*
8	2'36"29	Confirmed	*Mark Keane, Manchester*
9	2'36"50	Confirmed	*T Wright, Newcastle*
10	2'36"64	Confirmed	*Luke Baines, Chepstow*

(PAL)

Luigi Circuit			
1	2'03"43	Confirmed	*Benn Stiff*
2	2'03"71	Confirmed	*Andrew Densley, Bath*
3	2'06"40	Confirmed	*Andrew Mills, Londonderry*
4	2'06"55	Confirmed	*Stelios Giamarelos, Greece*
5	2'10"80	Confirmed	*David Holmes, Doncaster*
6	2'10"98	Confirmed	*F McFadden, Edinburgh*
7	2'11"11	Unconfirmed	*Mark Jackson, Hove*
8	2'11"15	Confirmed	*Phil Thompson, Lyme Regis*
9	2'11"56	Confirmed	*Andrew Gates, Cardiff*
10	2'11"81	Confirmed	*Ian Gliddon, Leeds*

Mario Raceway



See page 54

Royal Raceway			
1	3'03"60	Confirmed	*Andrew Densley, Bath*
2	3'06"10	Confirmed	*Andrew Mills, Londonderry*
3	3'06"67	Confirmed	*Stelios Giamarelos, Greece*
4	3'09"50	Confirmed	*Benn Stiff*
5	3'13"98	Confirmed	*David Holmes, Doncaster*
6	3'14"02	Confirmed	*Will Nation, Maidenhead*
7	3'14"54	Confirmed	*T Wright, Newcastle*
8	3'14"73	Confirmed	*Tim Burgess, Aberystwyth*
9	3'15"00	Confirmed	*T Wright, Newcastle*
10	3'15"12	Unconfirmed	*Stephen Willis, Lancaster*

GO! GO!

SUPER MARIO 64

(AMERICAN/JAPANESE)

Foot Race with Koopa the Quick

1	0'17"6	Confirmed	GK, Darlington
2	0'19"0	Unconfirmed	Ryan Cowell, Cramlington
3	0'21"0	Unconfirmed	Andrew Watson, Blackpool
4	0'22"1	Confirmed	Archie Belwood, London
5	0'23"5	Unconfirmed	Simon Tills, Chester

Peach Slide

1	0'15"9	Confirmed	P Dimba, Tonbridge
2	0'16"0	Confirmed	Ciaran Haren, Belfast
3	0'18"0	Unconfirmed	Ryan Cowell, Cramlington
4	0'21"2	Unconfirmed	David Decena, Texas
5	0'21"1	Unconfirmed	Kelvin Dabbs, Canterbury

(PAL)

Foot Race with Koopa the Quick

1	0'17"2	Confirmed	Andrew Densley, Bath
2	0'18"2	Confirmed	Ed Quinn, Manchester
3	0'18"4	Confirmed	Rony Costa, Hillingdon
4	0'18"9	Confirmed	Stelios Giamarelos, Greece
5	0'19"7	Confirmed	James Hewellyn, Durham
6	0'19"8	Confirmed	Adam Sutherland, Old Windsor
7	0'20"8	Confirmed	Andrew Mills, Londonderry
8	0'21"1	Confirmed	Agent N64, Emsworth
9	0'21"9	Confirmed	Stephen Adams, Limavady
10	0'22"9	Confirmed	Neil Faulkner, Limavady

Peach Slide

1	0'13"3	Confirmed	Andrew Mills, Londonderry
2	0'13"3	Confirmed	Ed Quinn, Manchester
3	0'13"4	Confirmed	Simon Flint, Emsworth
4	0'13"9	Confirmed	Neil Faulkner, Limavady
5	0'14"6	Confirmed	Agent N64, Emsworth
6	0'14"8	Confirmed	Matthew Harris, Newmarket
7	0'15"6	Confirmed	Andrew Densley, Bath
8	0'15"7	Confirmed	Jez French, Crowborough
9	0'16"1	Unconfirmed	John Young, Eastbourne
10	0'16"1	Unconfirmed	Oliver Edwards

TUROK

(PAL)

Time Challenge mode

1	1'23"	Confirmed	Stuart Richards, Dorking
2	1'39	Unconfirmed	Andrew Mills, Londonderry
3	2'37"	Confirmed	Matthew Griffiths, Colchester
4	2'39"	Confirmed	Andrew Mills, Londonderry
5	2'40"	Confirmed	Martin Sturrock, Goostrey
6	2'44"	Confirmed	Paul Taylor, Poynton
7	2'48"	Confirmed	Scott Brown, Stocksfield
8	2'50"	Confirmed	Karen Callow, Winton
9	2'51"	Confirmed	Stephen Daulby, Warrington
10	2'57"	Confirmed	Nick Perry, Pontypool
11	3'32"	Unconfirmed	Neil Plant, Falmouth
12	3'00"	Confirmed	William Lam, Bristol
13	3'05"	Confirmed	Laurie Goodman, Lewes
14	3'09"	Unconfirmed	Toby Rodriguez, East Grinsted
15	3'10"	Confirmed	Chris Hambrook, Cardiff
16	3'13"	Confirmed	Neil Plant, Falmouth
17	3'30"	Confirmed	Stephen Adams, Limavady
18	3'32"	Confirmed	T Wright, Newcastle
19	3'39"	Confirmed	Clive Downey, York
20	3'50	Confirmed	Tom Owen, Bournemouth

WAVE RACE 64

(AMERICAN/JAPANESE)

Sunny Beach

1	1'03"755	Confirmed	William Lam, Bristol
2	1'04"726	Confirmed	Dilpesh Varsani, London
3	1'05"266	Unconfirmed	Paul Knight, Exmouth
4	1'05"478	Confirmed	GK, Darlington
5	1'05"820	Confirmed	Carl Waters, Telford
6	1'05"884	Unconfirmed	Jon Hatch, 11th Signal Regt
7	1'06"193	Confirmed	Chris Murphy, Middleton
8	1'06"254	Confirmed	Lee Hammond, Saddington
9	1'06"896	Confirmed	Robert McMahon, London
10	1'06"992	Unconfirmed	Jonathan George, Dublin

(PAL)

Sunny Beach

1	1'15"830	Confirmed	Andrew Mills, Londonderry
2	1'17"005	Confirmed	Chris Tape, Rayleigh
3	1'17"322	Confirmed	Rony Costa, Hillingdon
4	1'18"018	Confirmed	Frankey Mayers, Blackheath
5	1'18"051	Unconfirmed	Trevor Scannell, Barking
6	1'19"943	Confirmed	David Holmes, Doncaster
7	1'19"991	Confirmed	Sam Wicks, Southampton
8	1'20"142	Confirmed	Tim Nicholls, Rochester
9	1'20"486	Unconfirmed	Liam Evans, Birmingham
10	1'20"739	Confirmed	Adam Baker, Truro

ANY VERSION

Stunt Mode, Dolphin Park

1	24880	Confirmed	SP Richards, Dorking
2	24047	Confirmed	Norman Obaseki, Leeds
3	23510	Confirmed	Adazé Obaseki, Leeds
4	22416	Unconfirmed	Trevor Scannell, Barking
5	21888	Confirmed	Andy Ward, Kent
6	21775	Confirmed	Owain Brimfield, Isle of Man
7	21775	Confirmed	Owain Brimfield, Isle of Man
8	21737	Confirmed	Michael Green, Oldham
9	21672	Confirmed	Ian Gollins, Crewe
10	21601	Confirmed	Richard Savage, Binfield
11	21549	Confirmed	Rony Costa, Hillingdon
12	21345	Confirmed	Martin Drew, Bognor Regis
13	21247	Confirmed	Dilpesh Varsani, London
14	21025	Confirmed	Paul Taylor, Poynton
15	20296	Confirmed	Michele Fôch-Gatrell, Margate
16	20281	Confimed	Andrew Hurst, Havant
17	19747	Unconfirmed	Edward Gouldby, Lowestoft
18	19549	Unconfirmed	Ben Stevens, London
19	18578	Confirmed	Andrew Mills, Londonderry
20	18080	Unconfirmed	Andrew Mills, Londonderry

STARFOX

(ANY VERSION)

Level 1, Corneria

1	213	Confirmed	GK, Darlington
2	204	Confirmed	Marc Duport, Guernsey
3	202	Confirmed	Roger Vance, Newtownards
4	197	Confirmed	Johnny Town, Horbury
5	187	Confirmed	P A Downs, Southampton
6	183	Confirmed	Andrew, Macclesfield
7	180	Confirmed	David Coates, Bulwell
8	180	Confirmed	Matthew Whitaker, Leeds
9	175	Confirmed	Adam Page, Ramsden Bellhouse
10	175	Confirmed	Richie Robins, Liverpool
11	173	Confirmed	Mike Hurry, Aberdeen
12	171	Confirmed	Edwin Li, Camberley
13	170	Confirmed	Robert McMahon, London
14	167	Confirmed	Michael Callaghan, Blackpool
15	165	Confirmed	Rich Torpey, Boscombe
16	164	Confirmed	Stefan Charles, Dorchester
17	162	Confirmed	Nick, by fax
18	162	Unconfirmed	Stjohn O'Neil, Sidcup
19	162	Confirmed	Richard Kemp, London
20	161	Confirmed	Louis Sugiyama, London

Total Hits

1	1536	Confirmed	GK, Darlington
2	1442	Confirmed	Mike Hurry, Aberdeen
3	1430	Unconfirmed	Johnny Town, Horbury
4	1398	Confirmed	Chris Turnbull, North Shields
5	1374	Confirmed	Johnny Town, Horbury
6	1372	Confirmed	David Coates, Bulwell
7	1347	Confirmed	Louis Sugiyama, London
8	1342	Confirmed	Robert McMahon, London
9	1299	Confirmed	Richie Robins, Liverpool
10	1275	Confirmed	Wil Overton, N64 Magazine
11	1207	Confirmed	Andy Crich, Hucknall
12	1149	Confirmed	Andrew Rutherford, Macclesfield
13	1097	Confirmed	P Jordan, Nottingham
14	1084	Confirmed	Michael Callaghan, Blackpool
15	1070	Confirmed	Nick, by fax
16	996	Confirmed	Richard Kemp, London
17	995	Unconfirmed	Roger Vance, Newtownards
18	983	Confirmed	T Wright, Newcastle
19	962	Unconfirmed	Ryan Field, Melton Mowbray
20	910	Confirmed	Nathan Robinson, Exeter

How to enter

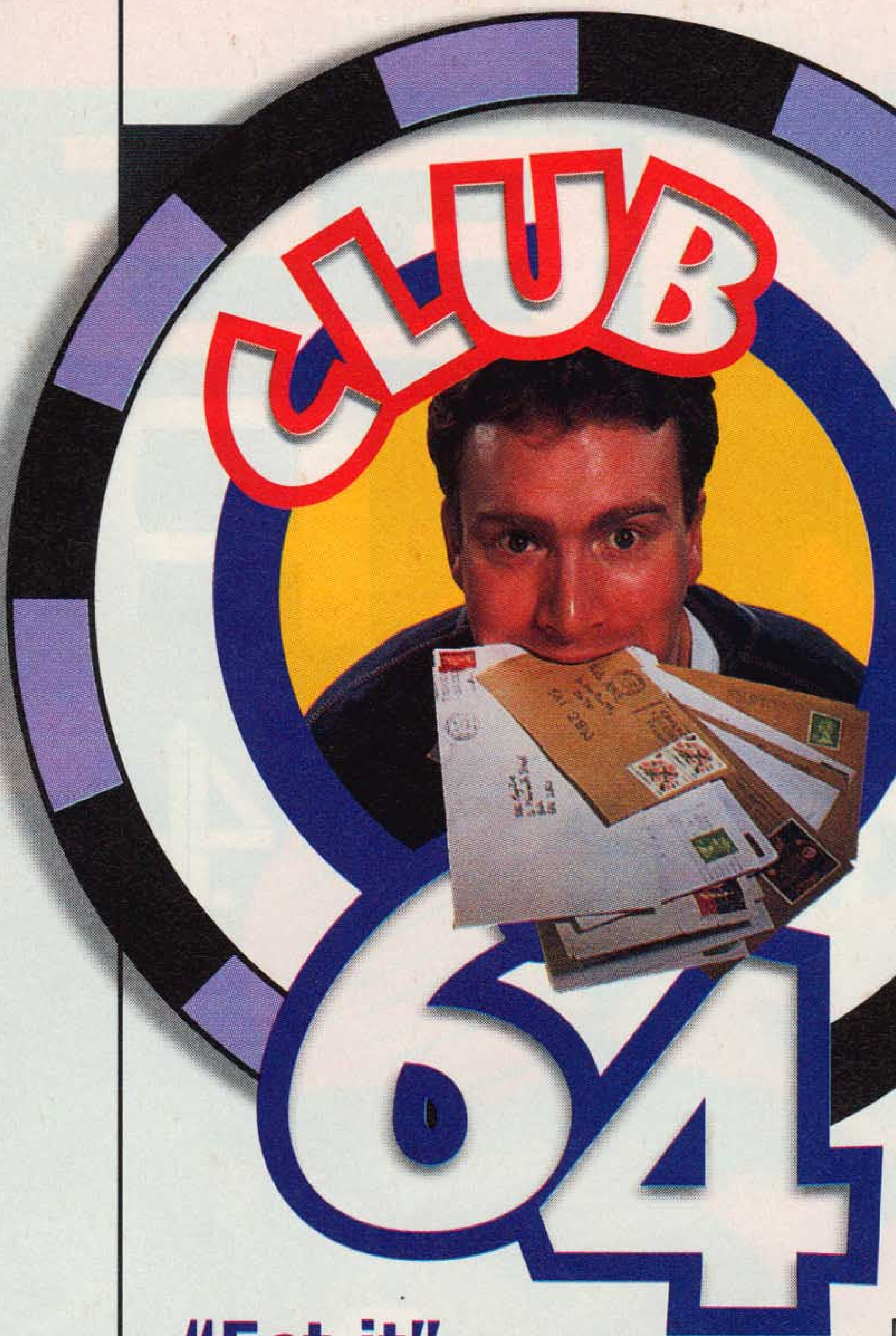
You can enter as many as of the leagues as you like. However, you'll need to send in a picture or some video footage of each of your achievements if you want 'confirmed' put by your entry (and anyone to believe you). If you're sending photos YOU MUST write your name, address and the score/time you are registering on the back of each. With videos, tape a label to the case, again with your name and the scores you want to enter. The **N64** office looks like a post master's worst nightmare, and things have a habit of going astray, so this bit is very important.

Send your complete entry package to:

I'm the Best, N64 Magazine,
30 Monmouth Street, Bath BA1 2BW

If you'd like your video or photo back, include a stamped addressed envelope with your entry. We'll do our best, but don't bank on recording next Friday's Eastenders on your tape. Don't be disappointed if your score doesn't appear until the issue-after-next, as the next issue has to be finished sooner than you'd imagine.


NEW STREET FIGHTER!
First PlayStation shots from Capcom's 3D stunner...
OVER 200 NEW GAMES INSIDE!
GAMES MASTER
SONY SEGA NINTENDO ARC
4
BRUCIE BONUS!
Willis goes digital in Apocalypse!
MEGA-PREVIEW SPECTACULAR!
METAL GEAR SOLID
Explosive action!
CAPTAIN BLASTO
Sony's new star!
GOLDENEYE 007
Spy vs Spy...
DAIKATANA
The Quake killer?
WILD THINGS!
Nintendo, Sony and Sega unleash their animal magic inside...
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Tomb Raider 2
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PLUS!
ACTUA SOCCER 2 • BODY HARVEST
MULTI-RACING CHAMPIONSHIP • F-ZERO 64
DESIGN YOUR OWN GAME! – PAGE 96
ON SALE NOW!



This is the bit of N64 Magazine we like best, because we can just sit back, fold our arms and let you do all the writing. And what fine writing it is, with some *Pilotwings* photos, a *Mario Kart* curiosity, problem parents and all sorts of other bits and pieces.

Write to us at:
Club 64, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW
Fax: 01225 732275
e-mail: n64@futurenet.co.uk
Any letters printed win a prized N64 Magazine badge!

"Eat it"

I've e-mailed this letter to you because I thought if I sent it by post you might eat it, like you're doing in your picture in the mag. Anyway, I wanted to write to tell you that being annoying pays off! I say this because I bought *FIFA 64* and when I got it home I realised I'd made a big mistake. So I took it back to Beatties and they said that I could only have my money back if the game was faulty. Because of this I hung round the shop for nearly an hour, annoying the staff, until eventually the manager placed 40 quid in my hand. So there you go, it pays to persevere.
Aaron Carroll, Halifax

You're not the only one. Tim had been playing the music from Wayne Gretzky's 3D Hockey *all day until eventually, when we could stand it no longer, we gave him 50p to go and buy some sweets, and then hid the cart while he was out.* **Ed**

"Er… no!"

Why don't parents understand kids? I was jumping around the room ready to explode to get an N64, and my parents told me to spend the money on something else. I got told by my mum not to buy a second, third or fourth joypad as they're too expensive, and then I'm told there's no point in getting an N64 as I already have a SNES.

I'm told to go out and get fresh air rather than enjoy a game of *Super Mario 64*. Why not just open a window? I'm told to get exercise. Why, when I intend to play on the N64 for the rest of my life? "Do something creative with your hands." All right, I'll play *Mario Kart 64*. "Go read a book." I'd rather read my best time for Yoshi Valley in *Mario Kart* time trials, or a copy of N64 Magazine. "Go see your friends." All right then, I'll bring them home to play four-player *MK* battle mode.

Parents always annoy you, too. You're quite happily playing on the N64, breaking some records, when they come in wanting to watch Animal Hospital. "Those were the days, when computers filled a whole room and we played chess." So, now a machine that's 100 times better is as small as my pile of **N64** Magazines. Why don't they find that amazing when they're going on about how they used to play *Pong*. As for chess – pah! You can't turn the sound on the TV up as they call the music a din, when they listen to Tina Turner when they're driving you, hiding in embarrassment, to school. "There's more to life than N64s." Er… no!

I hope you understand how I feel, as you're the only adults I know to share the same interest as me.
Jeremy Davies, Chichester

Animal Hospital, Tina Turner and chess, eh? Sounds like you've drawn a bit of a short straw in the parents department. Try showing them your gleaming new **N64** *badge, to prove your hobby is good for something.* **Ed**

"Stupid fools"

I was looking through the 1997 Guinness Book of Records when I saw a page about a computer games competition. Although the section was about the original *Mario Kart*, the picture was obviously of Choco Mountain in *Mario Kart 64*. At first I just thought, "Ha ha, the stupid fools have printed the wrong picture," but on closer inspection I noticed that it showed in second place none other than Magikoopa, who's not in the game. Is he a hidden character, or what?
Tim Cheesman, Norwich

Fascinatingly, what you've stumbled upon here is an early development screenshot of Mario Kart 64*, from a time when Nintendo were clearly planning to include Magikoopa out of* Super Mario World. *Look – we've found another one to go with it. Sadly, Nintendo tend never to include cheats in their own games, so there's unlikely to be any secret way to access the little blue fellow.* **Ed**



△ *Magikoopa (3rd) was later 'erased' from the game, possibly on the orders of Mr Yamauchi himself.*

"Level 1-9"

I've just bought *Go Go!! Troublemakers* and I'm in desperate need of help. I know you're reviewing it in issue 5, and I'd like to ask you if, in your review, you could tell me and probably many others how to get off level 1-9, and maybe how to blow up the red blocks when there's no bomb around – e.g. 1-5 and 1-9.

Oh, and after getting 6 medals on *Starfox* I was given the option to play as the tank. I now have 15 medals. The two missing ones are on Area 6 and Volus. On Volus I've only managed to shoot 111 ships and then no more appear.
P Roffey, Frome

I've consulted with Wil and Jonathan Nash (our resident Troublemakers *experts), who between them agree you've probably missed the green bomb dispensers. There's one on each of levels 1-5 and 1-9, and they'll produce more than enough bombs for your purposes, including*

"Many I have"

In response to Robert Curd's suggestion for *Pilotwings 64* photos, here are a couple of the many I have. I'm sure you'll agree they're pretty good.
Andrew Mills, Co. Londonderry

They are, indeed, good, and earn you a shiny **N64** *Magazine badge. Other readers are encouraged to send in* Pilotwings *photos.* **Ed**



△ *Andrew has captured Mario's features perfectly in this Mount Rushmore shot.*

▽ *We particularly admire the way this building on Holiday Island has been framed.*



blowing up the wall you need to get past to reach the exit on 1-9. **Ed**

"Nintendo walk on"

After reading Paul McDermott's highly critical (to say the least) letter in the July issue, I felt some kind of response was needed.

Paul basically says that the N64 is crap and so are the games it rode in on, but begins by criticising its "blurred" graphics. And to be honest, he does almost have a point here. My experience is that using a UK N64 and running the picture through anything other than S-video does indeed produce quite a 'blurred' picture. I'm not just referring to the unusably crap RF connection, either; the composite output also provides a fair degree of 'overblur' and noticeable interference lines. The point is that the N64 is a machine that demands absolutely the best picture possible (far more than any other console) because of its anti-aliased graphics, which when viewed through a poor TV connection can look very indistinct. Much as I worship the very ground that Nintendo walk on, they committed a cardinal sin by not providing RGB output on the N64. (I know you can get an RGB SCART conversion, but that's not the point.)

As for Paul McDermott's comments about not having played *Pilotwings* and *Wave Race* since he bought them, all I can say is if he hasn't played them much then he's hardly in a position to comment. Also, *Shadows of the Empire* may not be as good as Nintendo's own N64 games, but to describe it as "like playing a £5 pocket game" is, frankly, absurd. Unless, of course, Paul knows about some £5 pocket games that the rest of the world doesn't, featuring dazzling graphics and sound superior to the N64's.

Jon Bates, via e-mail

Eh, Paul? Eh? How about that, then? Let's see these £5 pocket games of yours. Eh? **Ed**

"Sift back"

Don't you think your main reviews should be of PAL games, and the import reviews should be restricted to a couple of pages? After all, 99% of your readers won't own USA/Japanese N64s and are more interested in reviews of PAL games that are just coming out or have just come out. It's a bit annoying having to sift back through the magazines for the old review each time a game is released over here.

David Waller, Hessle

Er, that's exactly what we do. Most of our review pages are devoted to UK releases, with only the most important US and Japanese games getting big reviews. And for precisely the reasons you give. It's good to know you agree, though. **Ed**

"Engine sound"

This is Jazz, and I'm writing partly in response to someone's letter I read, partly with a problem, and partly with a query.

Firstly, about Andrew Crain's letter in "Tell me this" last issue. Hasbro's *Beast Wars* game is being released on the PlayStation and on PC CD-ROM. They're "considering" the N64, but nothing's decided. The animated series will arrive on British TV sometime during 1998, along with the toy range. (This is hot from my source at Hasbro.) (*Gosh.* – Ed)

Secondly, I have *Mario Kart*. Yippy, it's quite good. But I use a SCART connection to my 100 MHz TV. When I play 2-, 3- or

GO! GO!

BONUS LETTERS

Mah jong is brilliant. I have a Sweetypie special mah jong game on my PC and it's fab. I'll see if I can send a copy up for Wil.

Ben Murton, Chatham

He'll be so pleased. **Ed**

The picture of the team on page 5 of issue 4 would make a great mouse mat, as a freebie with a future issue.

Russell Cocklin, Romford

It's bad enough having Tim leering across the room at us all day, without having him grimacing up at us from beneath our mice as well. **Ed**

Aloha, and remember to 'KUP KUPOPO' and 'to walk the seasons from spring to winter, then spring again and we can enter'.

Stelios Giamarelos, Athens, Greece

Wil says you sound like a chapter from a self-help booklet. **Ed**

I think you should give away more freebies with your magazine. But if you do, don't attach it to the mag with any sort of sticky tape as this damages the mag when you take it off. Thank you.

Nadir Bundhoo, London

Well... all right. As you ask so nicely. Have an enormous free poster. **Ed**

For Heaven's sake, let Wil exploit his talent. Allow the man to inflict his wondrous ability on the sacred **N64** Magazine cover. You know it makes sense.

Kevin Boyle, Glasgow

Wil says: "Oh, since you put it like that, just this once, then." Yes, just this once. **Ed**

GO! GO!

DREAM ON

No matter how many games come out, they never quite seem to do the ones we all want. Like these, for example...

GUYVER 64

My first dream game would be *Guyver 64*, based on the anime series. It would be in between a *Doom*-style game and a beat-'em-up, and would have real-time combat where you could



use all types of weapons such as swords and knives and super moves like when Guyver opens out his chest body armour to reveal two cannon blasters.

The objective of the game would be to rescue Mysuki, as in the cartoon. When you come to fight a boss the game transforms into a game like *Killer Instinct* where you can do combos etc. The *Doom*-style game takes you through the level, and as you proceed you reveal clues leading to MySuki. It would have puzzles to solve, but not so hard they led you to demolish your cart.

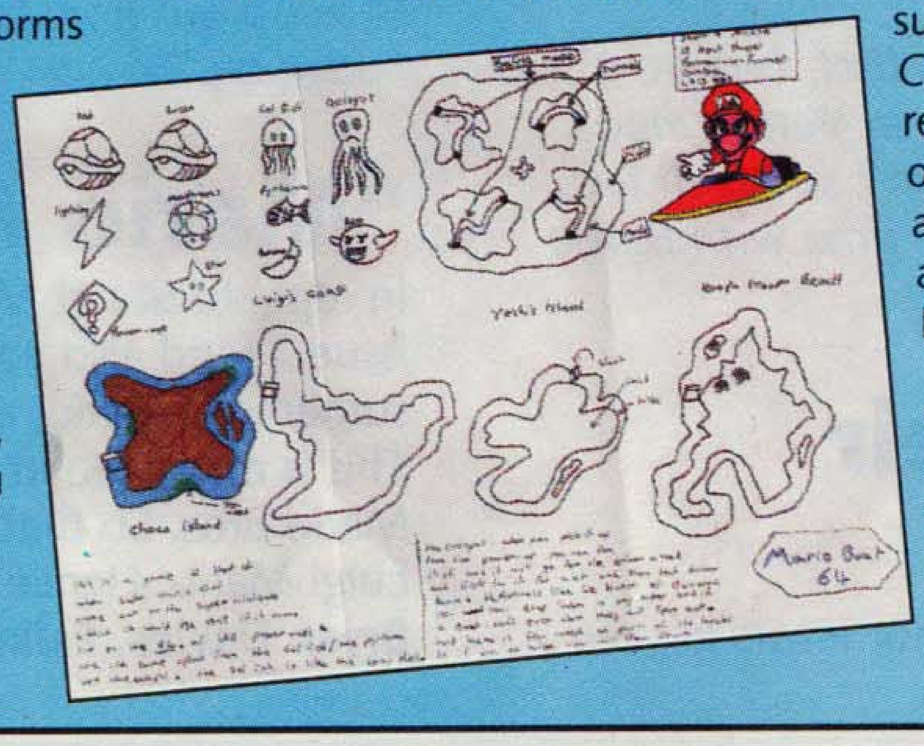
Sandeep Babber, Southall

A Guyver game is a fine idea indeed, and his hidden weapons would be ideal for a 3D combat game. We're not sure about including Killer-Instinct-style bits as well, though – in our experience, games that try to include more than one gaming style end up being unsatisfactory compromises. **Ed**

MARIO BOAT 64

This is a game I thought of when *Super Mario Kart* came out on the Super Nintendo. I think it would be brill if it came out on the N64. All the power-ups are the same apart from the Gel Fish, the Piranha and the Octopus. The Gel Fish is like the Spiny Shell, and when you pick up the Octopus you can fire it off and it will go for the driver ahead and stick for a bit, slowing him down. The Piranha is like the bunch of Bananas – you can drop them and if a boat runs over them it'll spin out. And there's sea weed on parts of the tracks, so if you go wide you'll slow down.

Scott Mickle, Barrow-in-Furness



Sounds great, especially if it had water as realistic as Wave Race 64's. And rather than spinning out, it might be more fun if boats actually sank. **Ed**

WARCRAFT 64

It would be my dream come true to see a game based on the popular PC series, *Warcraft*. And with the N64's power, the possibilities would be endless – strange new monsters and armies, massive landscapes and uncharted terrains, and a countless array of war machines to control.

I am aware of the rumours surrounding *Command & Conquer*, and I'm glad the release looks doubtful. In my opinion it's slow and crap, and isn't half as fun as *Warcraft*.

Daniel Metcalf, Norwich



Although I haven't played either C&C or Warcraft all that much, I have to agree that Warcraft is the more fun, and would make a great N64 game. It's hard to imagine this happening, though. Maybe someone will hear your plea, and do something similar. **Ed**

PAC-IN-TIME 64

I used to have a game called *Pac-in-Time* on the SNES. My dream is to see an N64 version. It could be a fantastic 3D adventure, a bit like *Mario 64* with a bit of *Mario Kart* thrown in. You could have a battle mode – *Pacman vs. Ms Pacman*. Help me, I'm a Pacaholic.

Hazel Elsom, Hull

You never know, what with this month's exciting news about Namco. **Ed**

See, games companies? That's what you should be doing, not more mah jong games and half-baked beat-'em-ups.

Dream On, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

So tell me this...

Puzzled about something N64 related? Then this is the bit to write to.

1. Who are Tri Film and Ear Force (see *Starfox 64* ending)?
2. Will Nintendo ever update *Metroid* for the N64?
3. Don't you find the lack of challenge in N64 games slightly annoying? It seems to me that games are getting easier and easier, and our games playing abilities are suffering as a result. If you don't believe me, try playing *F-Zero, Mario World* or *Ghouls 'n' Ghosts* to see how games used to be.
4. Could you ask Wil which *Super Play* cover he likes best. My personal favourite is issue 24's *Breath of Fire* rendition. Or possibly the *Yoshi's Island* cover of issue 36. Issue 38 was good, too. Ahh, I can't decide. N.B. This is the last time I ever mention *Super Play*, Wil Overton or magazine covers ever again. Unless you don't ask him, in which case I'll plague you with loads of letters going on about how great *Super Play* was.

Tekin Suleyman, London

1. An excellent question to which I don't know the answer. I'll endeavour to find out, though.
2. They seem to be updating most things, but haven't let anything slip about a Metroid 64 *yet.*
3. We've been playing F-Zero *again a lot this month, while Tim's been researching his feature on page 90, and it is indeed extremely hard. But I have to disagree about today's games being easier.*



What's seems to be happening, with Nintendo's own games at least, is that they're trying to make games accessible and fun for people who're crap at games while also providing a long-term challenge for experts. As Shigeru Miyamoto said when he was chatting about Starfox 64 *in our E3 coverage in the last issue, "After Space Invaders, I'm afraid that shooting games have become games only for professionals, not beginners. I believe this game is satisfying for you, the professionals, and for your family and children." So although it can be finished in a couple of hours the easy way, it'll take a couple of days to finish* Starfox 64 *along the hardest route, a couple of weeks of dedicated playing to get all the gold medals and activate Expert mode, and then a couple of months, possibly, to get golds again on Expert mode. And the same with* Mario Kart 64 *– it's simplicity itself to polish off Grand Prix mode, but then there are loads of shortcuts and secrets that only the finest players will discover. So, no, I don't find it all that annoying. Annoying is not being able to see anything past level 2 of a game you've spent £40 on, I reckon.*
4. Wil says: "Ooh. [Puzzled frown] I've not really got a favourite favourite. The one I thought worked best was the Mega Man X *one, although that wasn't the best drawing. I liked the* Breath of Fire *one too. And the* Castlevania *one."* **Ed**

1. There was a converter – you know, the Super Game Boy – where you could play Game Boy Games on the SNES. There was also *Mario All Stars*, where all the NES *Mario* games could be played on the SNES. Well, is there going to be something like that for the N64, like a few SNES games on a cart?
2. Is *Tomb Raider* going to be on the N64 or the 64DD or both, or, sadly, neither?
3. In issue 4 you stated the release date and price for the 64DD. How much later is it going to be for it to come out in the UK? Is the British price going to be higher?
4. How much more powerful is the 64DD than the N64 unit itself? Or, how much more powerful does it make the N64?
5. Is *Mission Impossible* going to be able to use a hand-held light gun? If not, is there going to be another game which can?

Mark Florian, S. Croydon



1. Cynics would argue you can get plenty of SNES games for the N64 already. But that aside, it's difficult to imagine a Mario All Stars *type compilation on the N64. The N64 is so far removed from the SNES that it would look plain silly.*
2. Eidos haven't let much slip about the game, other than that they're working on it, and I wouldn't want to speculate. It's the kind of game that would work fine on cart, though.
3. The minute we know anything about the 64DD's UK release it'll be splashed all over our news pages. You'll have to hold tight until then, I'm afraid.
4. Er... 37-and-a-half times more powerful? 1,000 as powerful? Much more powerful? It's not the kind of thing you can quantify. It doesn't make the N64 faster, or give it better graphics, or anything, it just gives it a few extra useful functions, and allows it to play bigger games. If you must have number, though, then the biggest N64 cart so far is 128 Megabits, or 16 Megabytes, and a 64DD disc will hold 64 Megabytes, so it'll make it four times as powerful, sort of. Will that do for you?
5. I don't think so, given that there isn't a light gun available yet for the N64. An American company called Nuby (Nice name! – James) is apparently working on one, but it's many months away and no-one's announced software support for it yet. **Ed**

1. Why was the price cut here in Norway smaller than in the UK? When the console came out in Norway on March 1st it cost 2200 NKR (that's about £230). After the price cut I paid 1695 NKR (about £175).
2. Is the release date on your Ultra Release List based on the UK only, or are the games released the on same date all over Europe (including Norway)?
3. You've been writing about SCART/AV-cables and S-video to be bought separately instead of RF modulators. Here in Norway the machine is released with a SCART/AV cable, and a RF modulator can be bought separately if you don't have a SCART input. Why?
4. The fact that I'm (hopefully) the first Norwegian to get my letter in print (maybe the first Norwegian to write to you!) must be worth something. A subscription would be nice. Or an extra controller, maybe?

Martin 'Marty' Røsok, Klavestadhaugen, Norway

1. Tsk. And it's only about £120 in Germany. Maybe Norwegian ones have to be strengthened to work at lower temperatures, or something.
2. Well, dates with 'UK' next to them are UK rather than European, strictly speaking, but games tend to come out at roughly the same time all over Europe.
3. This is one of the quirks of gaming in Britain. While manufacturers are happy to assume gamers elsewhere in Europe have SCART and AV sockets on their tellies, they seem to think we British are all still using vintage 1960s TVs with wood veneer finishes and 'Solid State' written on them, and consequently give us RF modulators with our N64s and PlayStations. We've no idea why.
4. Nope. Sorry. **Ed**

If something's bothering you, write immediately to: So tell me this... N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

4-player, the only engine and sound effects sound I get is from player 2. Why? Is it to do with stereo? If so, then why just player 2? I'm now using an RF ariel connection as that works fine.

Thirdly, I'm going to the United States real soon – in fact, I'll be gone by now. But the point is, someone wrote in to a 'rival and inferior' magazine last issue asking if they should buy some N64 games whilst in America. I, like them, also wanted to get *Star Fox 64* or something whilst over there for cheaper. However, they replied saying that some games are not able to run on UK N64's due to their different coding, even with a converter! Is this true? Why? Surely someone with a fast enough TV (60Mhz) can play any N64 game with a converter?

Sheeesh!

Jazz Morgan, via e-mail

The sounds effects for different Mario Kart players do indeed go through different stereo channels, so it sounds like you might have a dodgy SCART lead. Get the shop you bought it from to swap it for a new one. If that doesn't work, there could be a problem with the SCART socket on your telly. And as for Starfox 64, Fire (01302 325225) have got a new adaptor that'll get it working on a UK machine. **Ed**

"Fake Items"

I loved your review of *Mario Kart 64*. The only problem was the Battle mode. You said it isn't very good, but I think it's brilliant – better than on the SNES. One way to improve the battle mode is on Block Fort (where, I must say, you put the wrong picture) – you take Bananas and Fake Items and lay them on bridges, so it's hard to get past. Also, fire Green Shells to the bottom so you can make a death zone for people who fall off the forts.



Chris Harvey, Guernsey

Well, you can do that, but we'd still much rather play in Versus mode. P'raps if that wasn't so much fun, we'd spend more time with Battle mode. **Ed**

"Hit their target"

I spotted two minor errors in your *Mario Kart 64* review (PAL version). Blue spiny shells don't always hit their target – I've often shot one into a wall, never to be seen again. And there are two additions to the character line-up from the first game, not just one – Donkey Kong appeared as Donkey Kong Jr in the SNES version. So there!

Richard Masters

Reckon you're pretty clever, eh? Well, let's see how long it takes you to work out how to pin this **N64** *badge on.* **Ed**

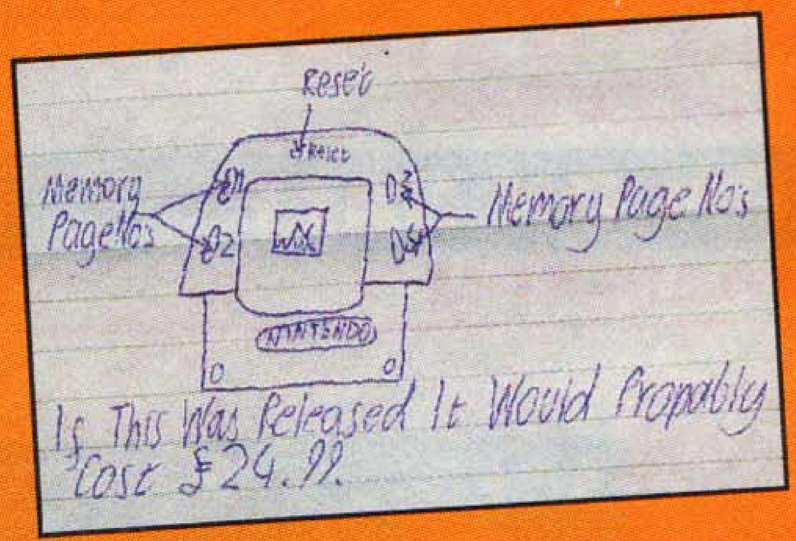
"Mario Mario"

In reply to Stuart Millar's question in issue 3, and also you own, Mario's surname is Mario, and so is Luigi's. This is explained in the film Super Mario Bros. So that's Mario Mario and Luigi Mario. Hence 'Mario Brothers'.

Bryan Davies, Falkirk

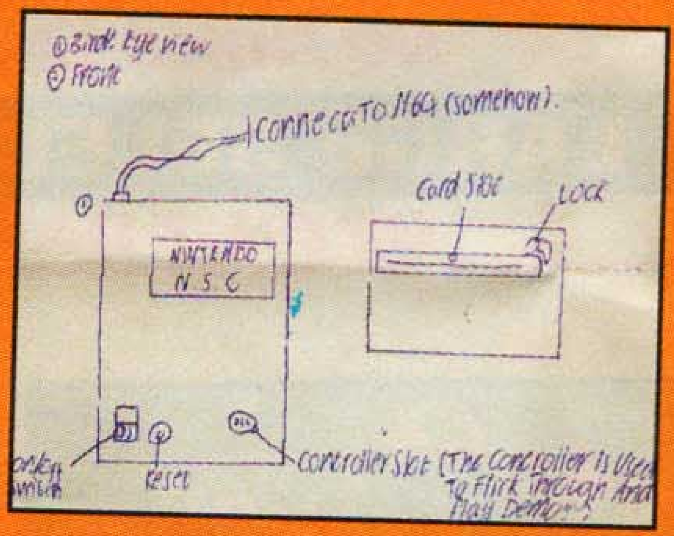
INVENTION CORNER

COMBINED MEMORY PAK AND JOLT PAK
It works the same as the Jolt Pak, but also stores 256K of memory. If this was released it would probably cost £24.99
Russell Cocklin, Romford



Eerily, Datel came to see us yesterday, and brought the prototype of their new 'Shock Wave', which is a combined Jolt Pak substitute and 1 Mb memory pack. Most spookily of all, perhaps, they're planning to sell it for £24.99. **Ed**

NSC (NINTENDO SMART CARD)
Each card contains ten playable demos of Nintendo 64 games, along with previews of forthcoming games. You buy the NSC box (about £25-30) and connect it to your N64, and the cards plug into that. A new one comes out each month, for about 99p-£2.99.
Russell Cocklin (The Mad Inventor), Romford



Well, maybe, although I can't help suspecting that if it was possible for Nintendo to release games on 99p cards rather than £50 carts, they'd have done that in the first place. **Ed**

Got an invention? Then send it to:
Invention Corner, **N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.**

Thanks, Bryan, and thanks also to the 1.9 x 10^{14} other readers who contacted us with this vital information. **Ed**

"How you all"

I'd like to know, if possible, how you all got into writing for a magazine, and what qualifications you need, and how you go about being recruited to work for a games mag.
David Basser, Bourn

Right. Briefly, then...
Tim: "Well, I applied for about ten jobs before getting an interview for .net magazine, and although they didn't fancy me, they passed my details on to the now-deceased Total who did. I've got an English A-level, and, of course, I love Nintendo."
James: "I did a magazine at school, then did the university paper for two years, and then applied to 24 magazine companies when I graduated. Out of all the people who replied, Sega Power sounded the most fun, so I started out on that. At university I did, er, biology."
Wil: "I got into it by accident. When we started doing Anime UK [the Japanese film magazine Wil started up in Essex] there weren't enough people to do all the writing, so I ended up doing some of that. Then a couple of comics and magazines asked me to do stuff, and people got the idea I could write, so when I came here to lay out magazines I ended up doing writing as well. I've got an English 'O' level."
Me: "Me? Crumbs, er, well, I did a sort of fanzine on my Spectrum, and I sent it to Your Sinclair magazine, and they quite liked it and asked me to do some reviews, which I carried on doing in the evenings while I was at school and university, and then I got a job on Super Play. I've got an English 'O' level and a Grade 2 ice-skating certificate."
Tim: "Oh, and I worked for British Gas for six months."
So if you want to work for **N64** *Magazine, then what you basically need is (a) to love games and know loads about them, (b) to be able to write well, and, ideally, (c) to be able to offer the magazine something we can't already do for ourselves. Sound like you? Then send us some examples of things you've written and tell us all about yourself – we'd always keen to unearth new talent. Or some talent, even.* **Ed**

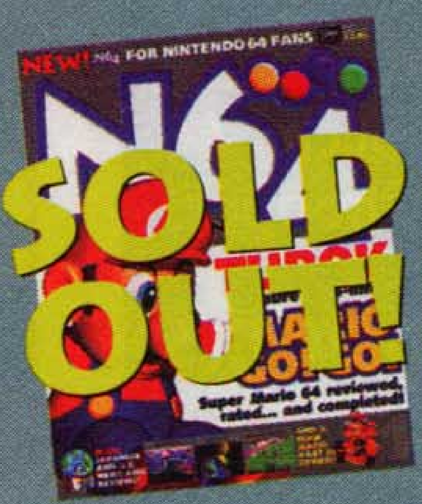
"She loves you"

Your competition winner (the Hamster Pak). What a crap idea. How about a Girlie Pak? You slot it in the back of your favourite girl, and then have complete control over her. When you press the Z Trigger she tells you how much she loves you. Here's my Top 3 for the Girlie Pak:
1) Melissa George (used to play Angel in Home & Away)
2) Jennifer Aniston
3) Ginger Spice
Good idea, hey?
B Payne (aged 26), Plymouth

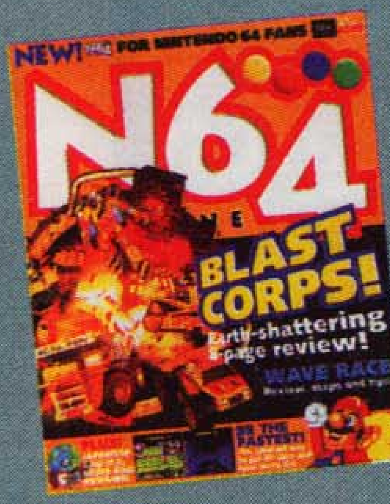
If only you'd sent it in sooner! It's brilliant! And not, for example, one of the worst, least appealing and frankly most worrying ideas we've ever heard. **Ed**

N64 MAGAZINE Back Issues

So you missed an issue of N64 Magazine, did you? You'd better hurry up and fill in the form below if you want to make amends – back issues are selling out faster than you'd believe possible.



ISSUE 1
The Super Mario Edition
(With Fantastic Free Video) UK reviews of *Shadows of the Empire, Super Mario 64* and *Pilotwings 64. Mario Kart 64, Perfect Striker, Wayne Gretzky* and loads more reviewed on import. And there's a huge feature on how your Nintendo 64 works, how to do import gaming, and all that sort of thing, too.



ISSUE 2
The Blast Corps Edition
Wave Race 64 review and guide. *FIFA 64* denouncement as well as the best import *Blast Corps* review you'll read. 'How to...'s include 'Get 70 Stars the Fastest in *Mario 64*', 'Find all the Keys in *Turok*' and part one of 'Obtain all Challenge Points in *Shadows of the Empire*'. And there's a huge guide to Nintendo.



ISSUE 3
The Starfox Edition
Frankly superb *Starfox 64* and *Doom 64* import reviews along with *International Superstar Soccer 64* and *Killer Instinct Gold* UK reviews. Second parts of our *Mario 64* and *Shadows* 'How to...'s, as well as a quick guide to playing Japanese games. And! There's a huge survey of Japanese developers.



ISSUE 4
The Mario Kart Edition
Enormous review and guide for the PAL version of *Mario Kart*. Exclusive Future Looks at *Struggle Hard, Holy Magic Century* and *Sonic Wings Assault*. Reviews of (PAL) *Mortal Kombat* and *War Gods*, as well as superb features on Japanese arcades and *ISS64*, and yet another helping of *Super Mario* playing tips.



ISSUE 5
The Multi Racing/E3 Edition
World exclusive review of *Multi Racing* as well as massive coverage from E3. Superb Future Looks at *GoldenEye, Banjo, Extreme G* and *F-Zero* as well as the very last instalment of our *Mario 64* tips. Tim's feature on E3 is superb and if all that wasn't enough, there are spanking great reviews of *Go Go!! Troublemakers* and *Blast Corps*.!

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DIRECTORY

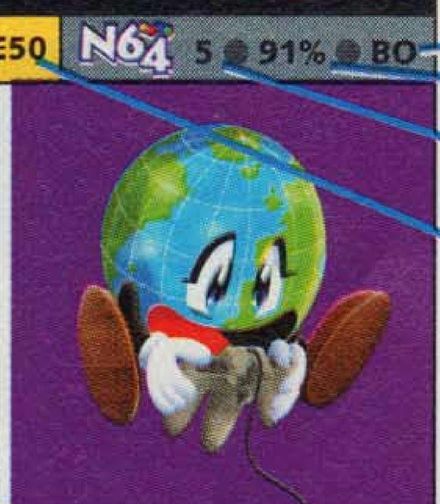
The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

Mekano 7: The Battle for Wang

Head Soft | UK release: Summer 1998 | £50 | N64 5 ● 91% ● BO

The appearance of Japanese computer hero Mekano on the N64 is great news for purists everywhere. The Battle for Wang sees our eponymous hero battling to free his home town from the clutches of evil Lord Texaco and his army of electric monkeys. The storyline is incomprehensible and some might quibble at the use of an LCD emulator to produce the graphics but the sheer *quality* of the game shines on through.



• To get past level 9, wash. • The Pink Babboon on level 23 (b) needs the magic aerosol from the Gentleman's Outfitter on level 17. • Complete guide in issues 6, 7 and 8. Tips in issues 5 to 10.

- **The game's name**
- **Its publisher**
- **If it's an import, whether it's a US or Japanese one**
- **A summary of our review**
- **The best tip or cheat, and any issues that we've done guides**
- **The reviewer's initials (see below)**
- **Score**
- **The issue we reviewed it in**
- **How much it costs**

N64 reviewers

JA = James Ashton
MH = Marcus Hawkins
WO = Wil Overton
JS = John Smith
JD = Jonathan Davies
TW = Tim Weaver
ZN = Zy Nicholson
JN = John Nash

UK Games DIRECTORY

INT. SUPERSTAR SOCCER 64

Konami | £60 | N64 3 ● 92% ● TW

The finest football game in existence, *ISS64* is, quite simply, a work of art. It certainly looks gorgeous, but the real delight comes from its genuine football-ness. You can build the most intricate of passing build-ups, deliver the killer through-ball and score the sweetest of goals – all just like the real thing. An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.



● To get the super teams enter this code at the title screen: Hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R Left, R, Right, R, B, A, Start. ● Full game guide in **N64**/4.

BLAST CORPS

Nintendo | £60 | N64 5 ● 88% ● JS

A preposterous storyline is the excuse for some full-frontal global destruction as the Blast Corps – a kind of space age demolition gang – get to save the world by, er, knocking most of it down. There's no doubting that the game is one of the most idiosyncratically original on the N64 and one that you're almost certain to enjoy. However it's lifespan problems (mission repetiton is never ideal) mean that your love affiar with the game may be disappointingly short-lived.



● Park against a building with your vehicle's door against it. Repeated pressing of Z will cause the structure to explode. ● Full *BC* guide in **N64**/7

KILLER INSTINCT GOLD

Nintendo/Rare | £55 | N64 3 ● 62% ● MH

Killer Instinct might have been a big deal a couple of years ago, but even an arcade-prefect conversion looks a bit out-dated on the N64. It's not that *KI* wasn't a good game to start with – if you're still in love with it, you'll definitely enjoy this version – it's just that for most people enthusiasm for this type of beat-'em-up is at a low ebb. And that includes us.



● To access the extra options, during the character bio screens in the intro press Z, B, A, L A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.

FIFA 64

Electronic Arts | £60 | N64 2 ● 39% ● TW

This makes you wonder two things. Firstly, how, with all that advanced technical gubbins at their fingertips, EA managed to produce a worse *FIFA* game than the PlayStation's. And secondly, how, in the wide, wide, world of sport, this passed Nintendo's quality control department. The Albanians execute people for lesser offences.



● Remember, you only need tap the shoot button once. The delay is terrible but you *will* eventually produce something. Don't press it a second time or your shot will fly over.

PILOTWINGS 64

Nintendo | £50 | N64 1 ● 89% ● TW

The first *Pilotwings* split gamers' opinions with its floaty, airbound subject matter. However, this 64-bit refurbishment is likely to have a much wider appeal than the SNES original. Intermingling the sublime talents of flight sim specialists Paradigm and Nintendo's usual playable sheen, *Pilotwings 64* emerges as a supreme example of how to harness the N64's immense potential. Up, up and away.



● The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

MARIO KART 64

N64 STAR GAME

Nintendo **£60** | N64 4 ● 91% ● JD



While it doesn't quite achieve the total perfection many had expected, *Mario Kart 64* is still a vital purchase for your N64. Its outstanding feature is undoubtedly the multi-player modes, and in particular the four-player grand prixs. But you'll still find yourself racing the one-player games too, long after you've beaten the game. The disturbingly addictive Time Trial mode offers almost infinite longevity. Brilliant. Buy it.

● At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4.

SUPER MARIO 64

N64 STAR GAME

Nintendo **£60** | N64 1 ● 96% ● ZN



When other developers first caught a glimpse of *SM64*, they went back to the drawing board with their efforts. The game is sublime, taking everything that's made previous *Mario* titles great and fleshing it out into 3D. Mario himself can do just about anything, the levels are huge, packed with incredible ideas and loads of secret bits. Without a shadow of a doubt, this has to be the world's greatest video game.

● Loads of tips in our review in **N64**/1.
● '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4.

MORTAL KOMBAT TRILOGY

GT **£60** | N64 1 ● 34% ● TW



Ahhchh, another *Mortal Kombat* sticks in the throat of beat-'em-up fans. This is *really* poor – the animation a sub-standard variation of the PlayStation's, with an overall presentation level little better than that of its SNES ancestor. A wealth of options, cheats, extras and finishing moves can't save this. Avoid with clinical determination.

● For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.

TUROK: DINOSAUR HUNTER

N64 STAR GAME

Acclaim **£70** | N64 1 ● 91% ● TW



Replacing *Doom's* cyberdemons with screen-filling dinosaurs, cranking up the violence to ludicrously bloody proportions and adding a series of breathtakingly devastating weapons, Acclaim/Iguana have produced – yes – a monster. A phenomenally good game which really shows the technical gulf that exists between the N64 and other consoles.

● At the edge of a platform the screen will dip. Jump here to gain maximum distance.
● Full cheat listing Tips Extra **N64**/2. ● Key-finding guide in **N64**/2.

SHADOWS OF THE EMPIRE

N64 STAR GAME

Nintendo **£55** | N64 1 ● 78% ● JA



With ten levels of varying game styles, *Shadows* somehow fails to be more than the sum of its parts. Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits and the truly awful speeder bike on Luke's home planet, Mos Eisley. It still has a great Star Wars feel, though, and is loads better than the PC's *Dark Forces*.

● To see the end sequence, enter your name as _Credits (case sensitive).
● Challenge Point guides in **N64**/2 and **N64**/3.

WAVE RACE 64

N64 STAR GAME

Nintendo **£55** | N64 2 ● 90% ● ZN



Breathtaking water-based racing is the order of the day in Miyamoto's astounding *Wave Race*, with the N64 once again proving its mind-expanding capabilites. Thoroughly realistic water effects, a scintillating two-player speedway and the possibility of trying your hand at Lee-Majors-style stunt work make this easily as enjoyable as *Mario Kart 64*.

● To achieve the Helicopter stunt and 1700 points, when you're on the ramp, turn sharply in a Left/Up direction and then hold Down to pull off a sideways flip.



DARK RIFT

Vic Tokai | UK release: TBA | N64 5 ● 72% ● ZN



Too dark for its own good, that's *Dark Rift*. Even when you have fiddled around with the Brightness and Contrast controls on your TV – so that you can actually see what's going on – your resultant picture will be a grave disappointment. It's a beat-'em-up, basically, and while it's more accomplished than *War Gods* and *Killer Instinct*, there's just nothing new here to excite even the most ebullient of fight fans.

● Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom C, Top C. ● Full cheats in Tips Extra **N64**/6

CRUIS'N USA

Midway | UK release: TBA | N64 1 ● 34% ● JD



Undoubtedly, an accurate conversion of the coin-op. But that, while worth popping the occasional 50p into, is hardly Earth-shattering stuff. Racing across the USA isn't all that tough, even with the irritatingly over-sensitive controls. The music is awful, and the graphics, while functional, use only a fraction of the N64's power. Get *Multi Racing Championship* instead.

● At the track selection screen and hold down Left C, Bottom C and L for Golden Gate Park, top C, right C and L for Indiana, or Right C, Bottom C and L for San Francisco.

DOOM 64

GT Interactive | UK release: September | N64 3 ● 80% ● JA



Doom gets a complete overhaul for its N64 outing. That means all-new levels, textures and a brand new rendered look for the monsters. The game's tough enough to last in its one-player only state and the only real let-down is the animation on the monsters. *Turok's* a better game (with its running, jumping and swimming), but *Doom 64* is still definitely worth a look.

● At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu.
● Other tips in the review, **N64**/3

GO! GO!

DORAEMON

Epoch | UK release: Unlikely | N64 2 ● 60% ● TW

Just as its predecessors tried and failed to turn *Mario* into a blue atomic cat, so too does the latest *Doraemon* game try to bring a touch of feline magic to a *Mario 64*-like universe. Sadly, things turn out to be slightly linear, slightly confusing and all-too-tedious. Perhaps it's more suited to your younger brother or sister.



● Once you've beaten the missile in the car chase, race him again and beat him for a secret prize. Do it again and you'll win yourself a green crystal.

J-LEAGUE PERFECT STRIKER

Konami | UK release: Now (as *ISS64*) | N64 1 ● 89% ● TW

Konami prove their footballing dominance with a magical footballing sim, combining breathtaking animation, a plethora of fantastic moves and some outrageous goals. *Perfect Striker* is as close to The Beautiful Game as any computer rendition has ever come. It has since become *ISS64* for its UK release. Goal Lazo, as some would no doubt say.



● Learn how to use the 'kick-ahead-and-run' button (Bottom C) both for attacking and catching opposing players.

THE GLORY OF ST ANDREWS

Seta | UK release: Unlikely | N64 1 ● 58% ● TW

The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine – which induces a quite overwhelming sense of 16-bit déjà vû – along with an only partially successful use of the analogue stick as a virtual club, adds up to an experience as ugly to watch as it is to play. A hugely disappointing golfing debut.



● Use the Player Configuration screen to customise your player's clubs for the course you're about to play.

KING OF PRO BASEBALL

Imagineer | UK release: Unlikely | N64 1 ● 68% ● TW

The players are super-deformed and cute, which initially proves tremendously entertaining. If you can fathom the copious Japanese menus, that is. Eventually, though, the too-slow runners and the super-skillful CPU opposition will begin to get you down.



● Learn to use the C buttons to run your players between bases. Against human opposition, it's quite easy to steal bases by running on a strike or a ball.

GO GO!! TROUBLEMAKERS

Enix | UK release: TBA | N64 5 ● 90% ● JN

Strangely backward but enormously entertaining, *Go Go!! Troublemakers* is an enigma that might not be solved even when the game gets translated. There are bundles of levels and a degree of imagination and innovation that companies like Midway can surely only dream of. It's not going to impress anyone with its graphical prowess, but sometimes that kind of thing can take second place to the game itself.



● No cheats are available for *Go Go!! Troublemakers*
● Expect a complete solution to the game when it's released in the UK as *Mischief Makers*.

MAH JONG 64

Koei | UK release: Never | N64 3 ● 65% ● JD

Built around an imaginary mah jong university, *Mah Jong 64* is more of a beginner's guide to the game than previous efforts. Unfortunately, with its heavy reliance on Japanese text, unless you're already fairly profecient with the ancient Japanese tile game you'll be completely lost with this. And even if you do know how to play, is this kind of thing really what you want to be doing with you N64? Well, is it?



● If you need one tile to go out and another player makes a melded four by drawing that tile, adding it to a previously melded triplet, you may 'rob a kong' and thus go out.

HEXEN

Midway | UK release: Autumn | N64 5 ● 69% ● JD

After their triumph with *Doom 64* (all-new levels, brand new textures) Midway bring *Hexen* to the N64 party. Sadly, the game is exactly the same as its elderly PC mum, and the one new element – the four-player split-screen deathmatch mode – fails in *Hexen's* resolutely single-player levels. It's still lots of fun in a retro kind of way, but in the N64 world where *Turok* reigns supreme, it's hard to recommend whole-heartedly.



● To activate the cheat menu, pause the game and press Top C, Bottom C, Left C, Right C very quickly. ● In the Cheat menu, press Left C, Right C, Bottom C for invincibility.

MAH JONG MASTER

Konami | UK release: Unlikely | N64 1 ● 69% ● WO

If you've never played mah jong, this would be a very tough way to learn, with its copious Japanese text. If you have, though, it's a jolly good rendition, with a selection of computer personalities to play against and some weird Japlish intro screens.



● If you have a melded triplet, says Wil, and draw the fourth from the wall, you may declare 'kong' and add it to your triplet to make a melded four.

HUMAN GRAND PRIX

Human | UK release: Winter 1997 | N64 2 ● 71% ● TW

Although never matching up to the high standards of the PlayStation's *F1* – inexcusable, really, when you consider the extra power available to its programmers – *Human Grand Prix* provides some throughly entertaining Formula 1 driving thrills, with beautiful handling and a plethora of options. Shame about the horrendous pop-up, though.



● For optimum cornering, don't use the brake, just stab at the accelerator.
● For an example of a course layout, read our review in **N64**/2.

MULTI RACING CHAMPIONSHIP

Imagineer | UK release: September | N64 5 ● 81% ● JA

A case of nearly but not quite for Imagineer, whose *Multi Racing Championship* is the first proper N64 driving game. The steering mechanics make full use of the analogue stick, the three tracks are well designed and the on and off-road sections feel challengingly different to drive. However, with its lack of graphical polish and the disappointing ease of its competitions, *MRC* doesn't make the leap from Good to Excellent.



● No cheats yet available for *Multi Racing*.
● Course maps and guide in the review, **N64**/5.

NBA HANGTIME

Midway | UK release: August | N64 1 ● 52% ● JD



Technically it may be an excellent continuation of the *NBA Jam* series, with huge (albeit 2D) players, great animation and sheaves of special moves and secrets. It is, however, basketball at the end of the day, and thus consists of running backwards and forwards, endlessly scoring baskets. Until you fall asleep. We'd rather play a decent football game.

● Create duplicates of star players by entering 0000 as your PIN, and then type in your name as the name of the player. (Try his first name, or first name + initial of surname.)

WAR GODS

Midway | UK release: Before Christmas | N64 4 ● 46% ● JA



Although it's the first proper 3D beat-'em-up, that's all *War Gods* has really got going for it. Picture, if you will, 12 fatally-clichéd characters, a distinct lack of moves, a shocking lack of innovation, and a comedy voice-over by the incredible bass man, and you'll have a fair impression of the overall under-achievement that is War Gods. For beat-'em-up junkies only.

● For a full cheat menu, at the title screen (before 'Start' appears) quickly tap Right, Right, Right, B, B, A and A. "Too easy" should be the game's reply. The cheat menu is in 'Options'.

POWER PRO BASEBALL 4

Konami | UK release: Unlikely | N64 3 ● 54% ● TW



No, we haven't forgotten the '6'. *PPB4* is the fourth in Konami's series of baseball games which started on the SNES years ago. Despite the fact that the game went ballistic in Japan, we don't rate it as highly as Imagineer's effort, *King of Pro Baseball*. The players are similarly 'fat', but the picture-in-picture system doesn't work that well and the game is criminally difficult against the CPU.

● See **N64**/3 for tips on understanding Japanese game menus.

STARFOX 64

N64 STAR GAME

Nintendo | UK release: September | N64 3 ● 94% ● JD



Lock up Shigeru Miyamoto, a rabbit, a team of Nintendo's finest programmers, a fox, a toad, a small star system and a falcon in a room for twelve months and *Star Fox 64* is the result. It's the shoot-'em-up the N64 has been waiting for, pushing the machine to new limits of technical sophistication and being immeasurably good fun into the bargain.

● Complete the game and at the title screen hold B and move the Analogue stick. Our heroes' heads will follow the wandering '64'. ● More cheats in Tips Extra, **N64**/4

WAYNE GRETZKY'S 3D HOCKEY

Midway | UK release: August | N64 1 ● 70% ● JD



Ice hockey arcade-style, with violent collisions, an absurdly fast-moving puck and excellent 3D graphics. Wide-ranging options allow you to play anything from rules-free three-a-side in a reduced rink to a proper five-a-side simulation with infractions a-plenty. There's not a great deal of subtlety here, but the four-player game is tremendous.

● On the options screen, hold a C button and press R. 16 zeroes will appear at the bottom of the screen. Alter these using the C buttons to change your players' appearances.

WONDER PROJECT J2

Enix | UK release: Unlikely | N64 1 ● 55% ● WO



You'll have to be either Japanese-speaking or very 'special' to be able to get to grips with this weird adventure. And when you do, it's not all that great. You've got to guide a robotic girl through various 'life' situations with the overall aim of helping her realise her dream of becoming a real person. Which is, you know, nice.

● If Josette flies into a temper and won't co-operate, try winning her back with a 3D pudding. (Er, according to Wil.)

NUMBERS

Games released officially in the UK (those given English text and optimised for PAL TV) are either distributed through THE (Nintendo's representative in Britain) or another games publisher with a base in this country. It's not necessarily the game's original publishers who release the game here. For instance, Japanese publisher Imagineer has a lot of their games distributed by Ocean in the UK.

Here's a list of all the UK publishing companies who have either released games for Nintendo systems in the past or who have N64 titles definitely in the pipeline.

N64 SITES

Die Hard Game Fan www.gamefan.com/
Game Japan www.rcp.co.jp/recca/
N64.com www.n64.com/
Nintendo 64 Headquarters www.n64hq.com/
Nintendo Australia www.nintendo.com.au/
Nintendo Japan www.nintendo.co.jp/
Nintendo USA www.nintendo.com/
Nintendojo members.aol.com/peers2/

SOFTWARE COMPANY SITES AND NUMBERS

Acclaim (0171) 344 5000
Japan www.acclaim-jp.com/
US www.acclaimnation.com/
Activision (0181) 7429400 www.activision.com/
Argonaut www.argonaut.com/
ASCII www.asciient.com/
Atari Games www.atarigames.com/
Athena www.sega.co.jp/gamesoft/athena
Atlus www.atlus.com/
Blizzard www.blizzard.com/
BMG (0171) 973 0011 www.bmg.com/
Boss www.bossgame.com/
Bottom Up www.ifnet.or.jp/
Capcom Japan www.capcom.co.jp/
US www.capcoment.com/
Crystal Dynamics www.crystald.com/
Data East www.dataeast.com/
DMA Design www.dma.co.uk/
Eidos (0181) 636 3000 www.eidosinteractive.com/
Electronic Arts (01753) 549442 www.ea.com/
Enix www.marinet.or.jp/com/enix/
Epic Megagames www.epicgames.com/
Epoch www.fjt.co.jp/
Gametek (01753) 854444 www.gametek.com/
Graphics School http://204.174.42.103
Gremlin (01142) 753423 www.gremlin.co.uk
GT (0171) 258 3791 www.gtinteractive.com/
GTE www.im.gte.com/
Hudsonsoft www.hudson.co.jp/
Human www.human.co.jp/
Imagineer www.imagineer.co.jp/
Infogrames (0171) 738 8199
Interplay (01628) 423666 www.interplay.com/
Japan System Supply www.titan.co.jp/jss/
JVC (0171) 240 3121
Koei www.koei.co.jp/
Konami (01895) 585 3000
Japan www.konami.co.jp/
US www.konami.com
LucasArts www.lucasarts.com/
MicroProse www.microprose.com/
Midway www.midway.com/
Mindscape www.mindscape.com/
Namco Japan www.namco.co.jp/pacland/
US www.namco.com/
Ocean (0161) 832 6633 odon.com/ocean
Paradigm www.paradigmsim.com
Psygnosis (0151) 282 3000 www.pysgnosis.com/
Rambus www.reambus.com/
Seta www.seta.co.jp/
Shiny www.shiny.com/
Squaresoft www.spin.ad.jp/square/
THE Games (01703) 653377
THQ (01372) 745 222 www.thq.com
Titus www.titusgames.com/
Ubi Soft (0181) 941 4004 www.ubisoft.com/
Vic Tokai www.victokai.com/
Video System www.dreamsquare.co.jp/
Williams www.williamsentertainment.com/

Web site of the month

Nintendo of Japan
www.nintendo.co.jp

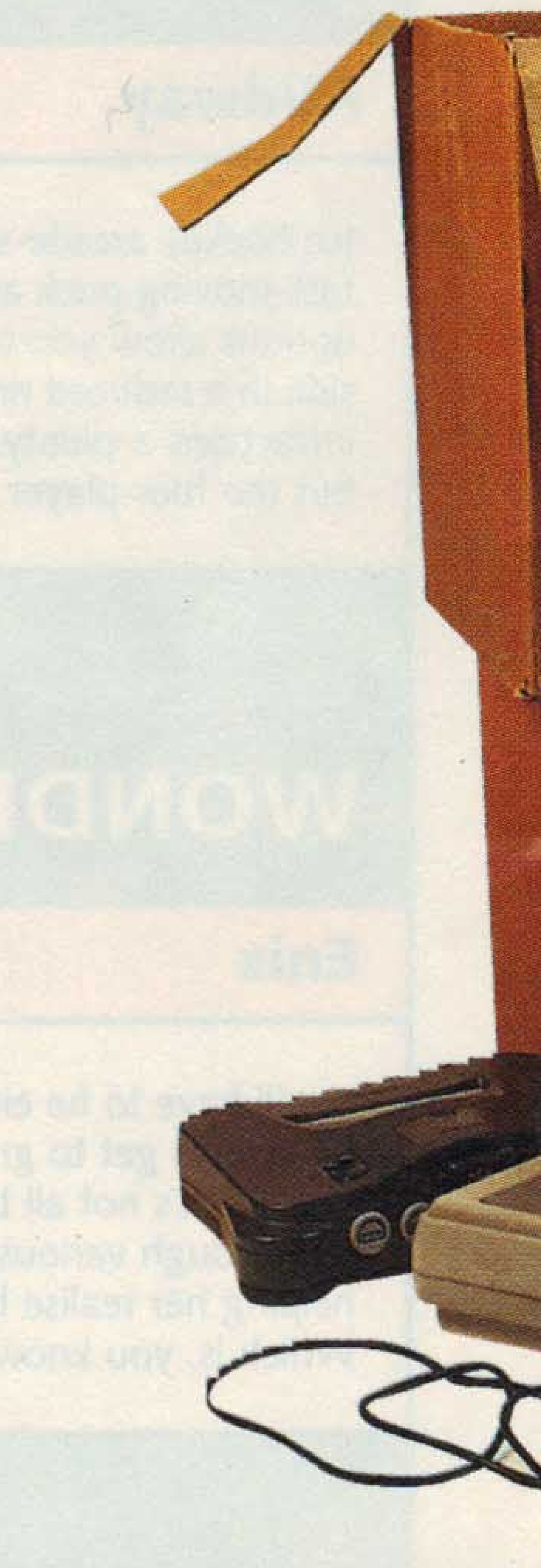


Nintendo of Japan's web site is currently celebrating its first birthday. And, as long as you're not expecting too much in the way of the English language, there's plenty here to keep you interested. All the latest Nintendo screenshots are here along with a playable version of the GB's Picross and, presumably, lots of exciting text and. Now what's the use of learning French in school, eh?

If the prospect of thinking up believable (and interesting) stories, new N64 game seems like too much hard graft, there's a solution at

ANTIQUES





characters, settings and scenarios for your hand: burrow into that 16-bit back catalogue...

CODESHOW

raiding the 16-bit past

by Tim Weaver



Did you realise that, of the 30 games reviewed by N64 Magazine since we started out, nearly half – and many of the best – are 64-bit refurbishments of Super Nintendo and Game Boy games?

Why the fascination with re-treading old territory? Well, basically, with the SNES's and Game Boy's limitations swept away by the amazing Nintendo 64 hardware game developers now have at their fingertips, designers at last have the chance to realise their original, fantastic visions. Nintendo's ripest gaming asset, Shigeru Miyamoto, touched on this philosophy at the E3 show when he talked of *Starfox 64* being everything that he and his team wanted to put into *Starfox's* SNES sequel but couldn't.

Of course, the down-side is that not all these updates use the Nintendo 64 as fully as the likes of *Super Mario 64*, *Starfox 64* and *Wave Race 64*. Indeed, frighteningly, too many haven't. Midway's *Mortal Kombat Trilogy* is sheer, unadulterated laziness, *FIFA 64* is plain abysmal and *Doom 64* and *Human Grand Prix*, while fun, could have appeared on any machine.

By and large, though, the Nintendo 64 has benefitted enormously from its SNES and Game Boy heritage, and the fun that can be had from the likes of *Mario Kart 64* and *Pilotwings 64* just goes to prove how solid the original concepts were in the first place.

But, if you thought that re-visiting the Good Old Days™ was stopping just there, you're wrong. The sound of developers searching through the backroom cardboard boxes marked 'SNES games' has only just begun...

GO! GO!

The Miyamoto

Most of the N64's best games so far have come from Nintendo themselves, and bear the signature of a certain Mr Shigeru Miyamoto. And most, too, are the direct descendents of famous Super Nintendo games. Nintendo have spent years building up a library of Great Game Ideas, and a look back at the originals shows just how lucky the N64 is to have such a fine heritage to call upon.

The Super Mario series

While 1984 might have been largely forgettable – grey-flecked trousers, luminous socks and Bananarama saw to that – there was one outstanding moment: *Super Mario Bros.* on the Nintendo Entertainment System. Spilling from the head of a man named Miyamoto, the very first *Mario* game was a masterpiece of ingenuity. Even for its time it didn't look that impressive but, it drew you in and munched away at your days. With spades of invention and that finely tuned gameplay we've come to love, *Super Mario Bros,* was, quite simply, astounding, and as the years went by it got bigger and better.

And then, with the arrival of the SNES, Miyamoto was able to let his imagination run rampant. With bright, colourful, stylised graphics and a huge non-linear map to explore, *Super Mario World* was, and possibly still is, the greatest platformer of the pre-64-bit era. Nintendo were criticized for not making a big enough graphical leap between the NES and SNES versions of *Super Mario,* but the work they put into the game's structural unpinnings allowed them to blow everyone away with *Super Mario 64.*





Super Mario Kart

It was a brave old decision by Nintendo to move away from tried and tested platform land into the hit-and-miss world of driving games, but the results were quite marvellous. *Super Mario Kart* – in any right-thinking person's mind – was one of the finest games on the SNES. Fast, slick, bathed in glorious Mode 7 and, most importantly, ludicrously entertaining, it was still being played in the N64 offices up until a couple of days ago.





Wave Race

A Game Boy outing was about as good as it got for *Wave Race* and, sadly for Nintendo, it smelt of distinctly pungent seaweed. Yep, a bit of a disaster for the Big N, this, with water-racing looking more like a blur of black and grey cubes, and the hyper-real surface-skimming feeling more like badly-thought-out controls. Oh dear.



F-Zero

Now nearly seven years old, *F-Zero* was the game that sold us on Mode 7. Indeed, along with *Mario World* it was one of the launch games for the SNES. But, like its biggest fan, Wil, it's aged surprisingly well, and its punishingly difficult races still provide liberal doses of bare-faced enjoyment. The lack of a two-player mode was the only criticism of the original (but even that's going to be redressed for the four-player *F-Zero 64*).

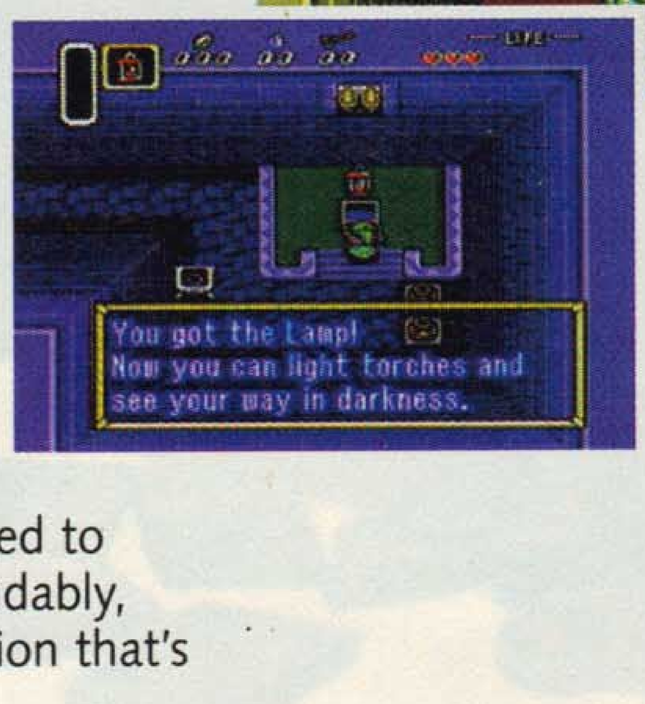




Legend Of Zelda

The adventures of Link were spearheaded on the NES, but the 16-bit *Legend of Zelda: A Link To The Past* was the defining moment for the series. Boasting okayish visuals BUT a gaming experience which just got better and better as you got further and further in, *Zelda III* was nothing short of stunning. The sheer amount of *stuff* crammed into the game was fantastic, and the fact that *everything* and *everyone* involved had a purpose was something few developers have managed to emulate. Much is, understandably, expected from the N64 version that's due late this year.







legacy





Play Meter

Our carefully designed Play Meter allows us to re-examine age-old SNES titles in an effort to see how they play in today's cold, harsh light.

Pilotwings

Like the N64 version, *Pilotwings* was loved by some and loathed by others, but it was a perfect example of Nintendo's continued invention. It was a feat in itself to make hang-gliding and sky-diving seem enjoyable, but with a terrific use of Mode 7, Nintendo easily managed it.



Descending through the clouds, you could manoeuvre yourself around in the air and the ground beneath you rotated with superb results. Whatever your opinion there's little doubting its 'feel' for flight was sweat-poppingly real.



Yoshi's Island

Although Yoshi was previously famous for carting Mario about in previous platforming adventures, it wasn't until 1995's *Yoshi's Island* that he really hit the notoriety button. Looking a little like *Super Mario World* – albeit with a lick of paint – but differing in structure with a more linear route than *SMW's* spider-like layout, *Yoshi's Island* was nonetheless a glorious example of Nintendo's abilities. Like all their best games it was packed to bursting with secrets and, it wasn't so much what was in it but how everything was put together with the player in mind.





Starfox

Using the specially-designed Super FX chip, *Starfox* was the first SNES game to run in full 3D and the results were phenomenal. Some argued it was nothing more than a linear shoot-'em up. They plainly didn't understand the importance of the game. It had visuals two or three years ahead of its time, and was packed with stuff to uncover.

Nintendo spent years developing it in conjunction with Argonaut here in the UK, and even now the latest 32-bit machines struggle to better it.





And on the 64DD...

Nintendo's much-discussed disc drive add-on appears to be scheduled for March next year (or, alternatively, the year after or some time late next century), with a 64-bit *Sim City* one of the first titles. Miyamoto himself is working on the system construction and editing, while the structure of the game is expected to be similar to the original's (where one of the pre-set cities had a giant Bowser attacking, Godzilla-like). There's Maxis's and Imagineer's N64 versions of the game to compete with, but, knowing Nintendo, this is going to be the *Sim City* game to watch.





Around the same time, expect *Pocket Monsters 64* (detailed in Wil's RPG News last month), an update of the astronomically successful Game Boy title. The idea of the game is to battle, capture and train up monsters, *Tamagotchi*-style, in competition with a friend, whose Game Boy can be linked up to yours. 2.5 million copies of the game have found their way into Japanese homes, but the idea was decided to be too alien to American and European audiences, which probably explains why Miyamoto hinted the 64-bit version might not make it out of his home country.



More certain of appealing to Western audiences is *Super Mario RPG 2*. Little is known about it – and what is known is detailed in our RPG special, this month – but the original heralded a new line in user-friendly role-playing, with first-timers as comfortable in its presence as crusty old genre specialists.

Mario Paint will also be given a radical going-over before it debuts on disc. We'd wager it'll be something along the lines of Software Creation's *Creator*, where you can deal in wireframes and proper paint packages. One thing's for sure, though, it'll have to be a great deal more convincing than the awesomely tedious original.

GO! GO!

Everyone else is doing it

Nintendo aren't the only ones furiously rummaging through their back catalogues for great ideas to base N64 games on. There're dozens of third-party developers trying their hand at a bit of 64-bit magic...

Donkey Kong Country

DKC sold millions – turning Rare from bus catchers into Rolls Royce owners – but began to feel a little tiresome by its third outing.

However, the N64 version (to debut on the 64DD as *Ultra Donkey Kong*) will no doubt prove massively more enjoyable given the freedom of 3D worlds and some polygonal magic. Not to be confused with *Banjo-Kazooie*, which looks completely different. Obviously.



1 2 3 4 5

Goemon



Known as *Legend of the Mystical Ninja* in America and Europe, *Goemon* was one of Konami's finest SNES games.

Marrying RPG, action and platforming elements, its simple structure defied its intricate design. The N64 version promises great things, even if American and European audiences seem likely to lose out at the moment.

1 2 3 4 5

Mission: Impossible

Ah, well, we're lying, really. Sort of. Back in April 1992, Konami released a Mission: Impossible game for the NES based on the TV series, but the November-scheduled N64 version from Ocean is in no way a follow-on. The Konami game was an enjoyable enough adventure, though, with a smart use of puzzles. Fact monsters, we are.

1 2 3 4 5

Mother

Or *Earthbound,* to give it its American monicker. The SNES original had a slightly dodgy combat system and crude visuals, but immersed the player totally in its forever-unravelling storyline.

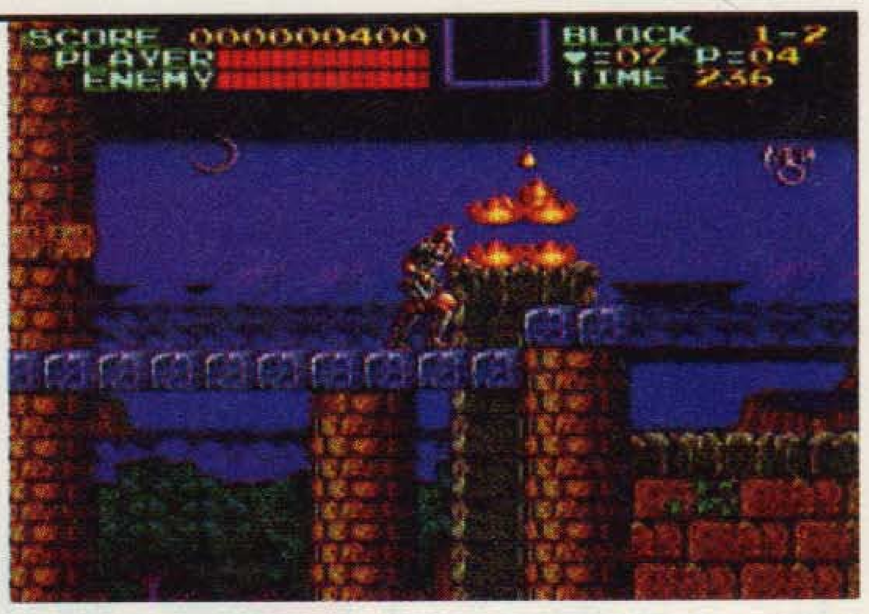
On the N64, the third in the series already looks wondrous, whetting the appetites of RPG-watchers everywhere.

1 2 3 4 5



Castlevania

Fun-merchant Simon Belmont took centre stage as the stake-wielding, vampire-slaughtering hero of *Castlevania,* and it's likely that either he or some of his immediate family will again in the 64-bit take. The original was one of very loveliest platformers on the SNES and, in Konami's expert hands, will no doubt prove as thoroughly superb on Nintendo's follow-up machine.



1 2 3 4 5

Bomberman

Bomberman has, of course, fireballed its way across most formats, but the SNES games were superbly done. Hudson's gift for producing simple yet mind-blowingly playable titles has never deserted them, and *Bomberman 64* (out at the end of the year) looks to be more of the same, albeit with a much-improved one-player mode. Exciting stuff.

1 2 3 4 5



Clayfighter

Interplay's tongue-in-cheek Clay Fighter double never quite found its feet on the SNES, with serious contenders Mortal Kombat and Killer Instinct taking most of the plaudits. But, with the N64 still lacking a top-notch fighter, Clay Fighter 33 1/3 has the perfect chance to impress. And preview versions in America looked jolly good.

1 2 3 4 5

Earthworm Jim



The mighty *EJ* twosome were fine, fine games, if slightly frightening examples of what wanders freely through Shiny's minds. The third, N64-based game is currently being developed by VIS here in the UK.

1 2 3 4 5

it too



Excitement Rating

We've come up with a scientific rating for each game based on how good the original was and how good the N64 version looks from what we've seen of it. And if we haven't seen anything of it, we've taken a wild guess, like.

1 2 3 4 5

Not only but also...

And as if all that wasn't enough, expect *Turrican 64* some time in the future from the game's SNES developers, Factor 5. The original was published by German company Blue Byte, but the N64 version will probably be picked up by a bigger publisher, given the series' cult(ish) status. If, that is, it proves to be any good.

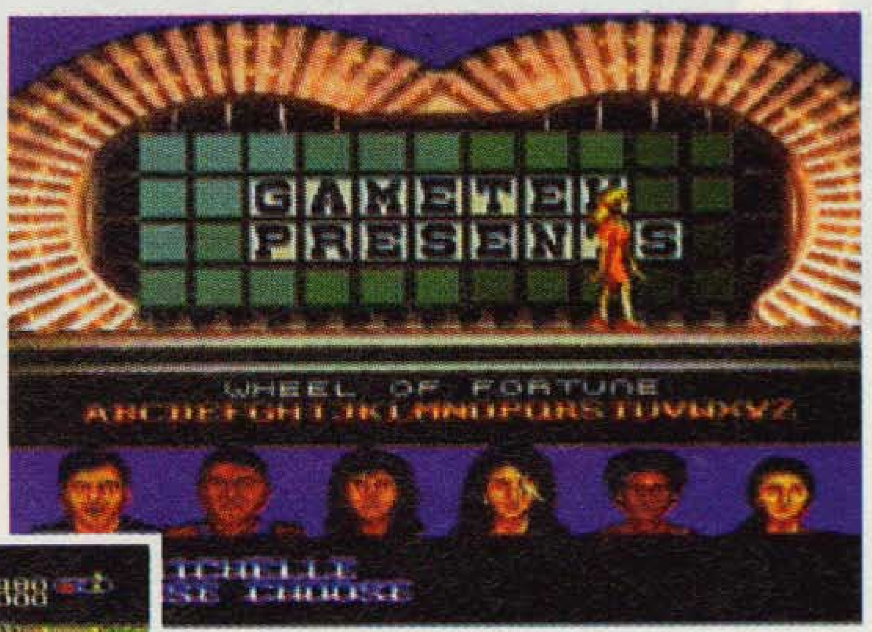
Due rather sooner is Gametek's reworking of America's favourite game shows, *Wheel of Fortune* and *Jeopardy*. The show's presenters, Vanna White and Alex Tribeck, have lent their star-spangled names to proceedings, and with *Jeopardy* featuring the first ever cart-based FMV and both boasting the kind of virtual sets you could previously only dream of, you can rest assured both titles will deliver. (Note: This is sarcasm.)





Acclaim will be transferring their non-hit, *Frank Thomas Big Hurt Baseball*, from the SNES to the N64 some time late this year as well. After Konami and Imagineer's efforts failed to rustle our ball-playing muscle, it's little wonder we're not having trouble sleeping. But Nintendo's *Ken Griffey* looks all right (for a baseball game), and with Acclaim currently going through a bit of a revival, it could yet prove to be grinsome.

Imagineer will also be turning SNES game Sim *City 2000* into an N64 title. The original was – dare we say – *better* than Nintendo's *Sim City* (although there were a couple of years in between the two), so we suspect the follow-up should pack a fair punch. However, coming up



against Nintendo's own developers has never done third-party programmers a lot of good.

And, finally, here's a bit of trivia: Did you know that the N64-bound and still-not-as-yet properly revealed *Buggie Boogie* from Angel and Nintendo is actually a next-gen refurbishment of Nintendo's very own Super-FX-chip-based *Stunt Race FX*? Or possibly, anyway. The resemblance between the two games is certainly becoming more and more uncanny as newer shots of *Buggie Boogie* slip out. We shall, as they say, see in due course...

NOW SHOWING...

Already available in your local corner shop...

International Superstar Soccer 64
The finest football game on the planet (and that includes arcades), extracted from *ISS* and *ISS Deluxe* before it on the SNES.

FIFA 64
Yearly doses on the SNES were fairly successful, while the N64 version got the severe shoeing it deserved. The series is currently under some major re-development.

Mortal Kombat Trilogy
Every one of the four *MK* games released on the SNES were adored. *MKT* on the '64, though, is complete and utter rubbish.

Human Grand Prix
The original was an enjoyable racer with some flaws, and the N64 version is much the same. Ubi Soft are 'reworking' it for a European release as *F1 Pole Position*, which we'll review next month.

Doom
Probably the most successful game of all time impressed on the SNES and on the N64. But the latter version was a little short of *Turok*.

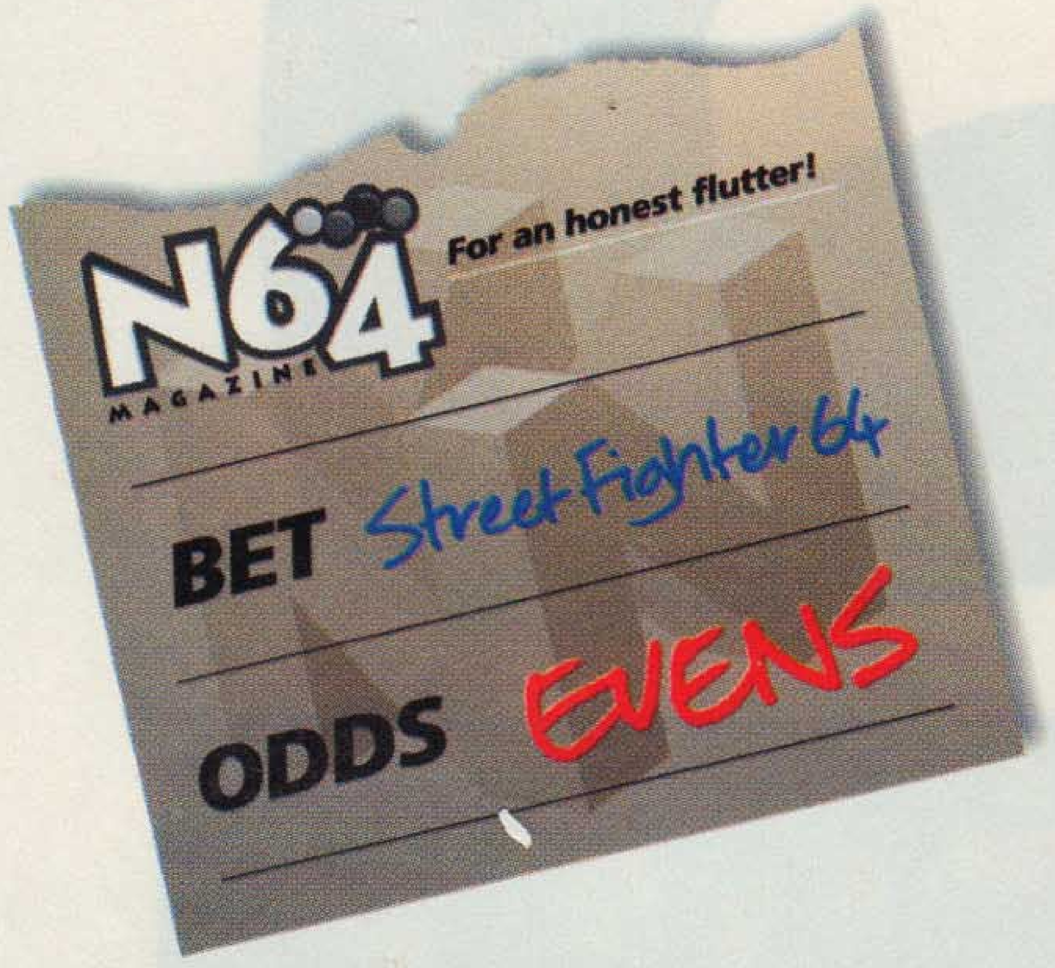
Doraemon
Sub-standard *Mario* clone with blue atomic cat as centrepiece. Its SNES and then N64 adventures were all greeted with a lukewarm reception. Rightly.

Wonder Project J2
'Kooky' (and slightly dull) offering where young robotic girl needs caring for. Always has been – and, hopefully, always will be – a Japanese-only release.

GO! GO!

Place your bets p

Which other gaming greats from the history of Nintendo would make good N64 games? Which might already be in the pipeline? The N64 Magazine Betting Shop is open for business.

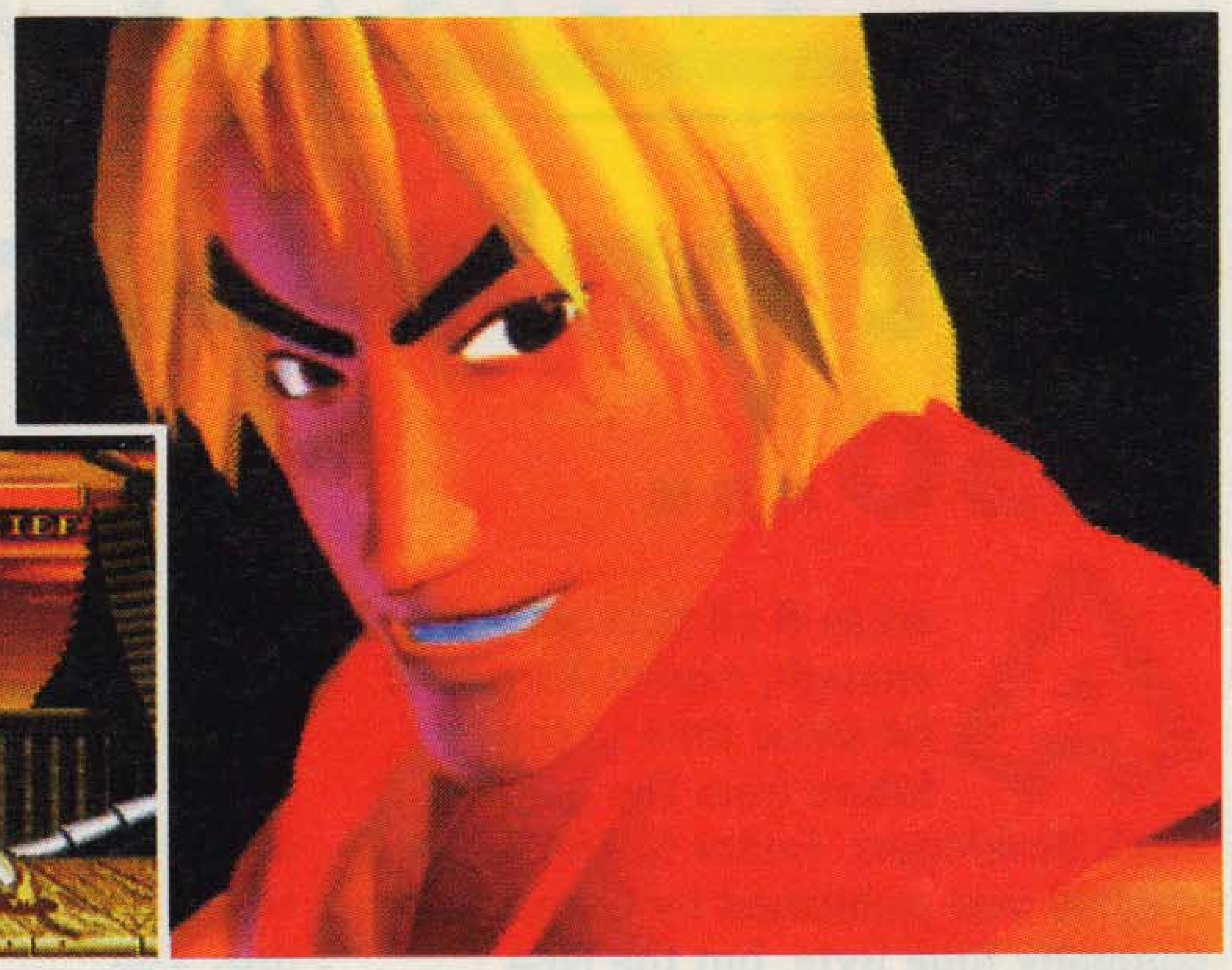


Going:
Good to firm, with Ryu shouting, "Hoooyaanaaaaaa!" quite a lot.

Info:
Capcom are currently working on a puzzle game, so their N64 development is pleasantly under way. And with the *Street Fighter* series still highly rated, it would be a fool who discards all talk of such a game.

Insider tip:
The smart money is on a conversion of current arcade 3D fighting favourite, *Street Fighter EX+*, which would be very nice indeed.



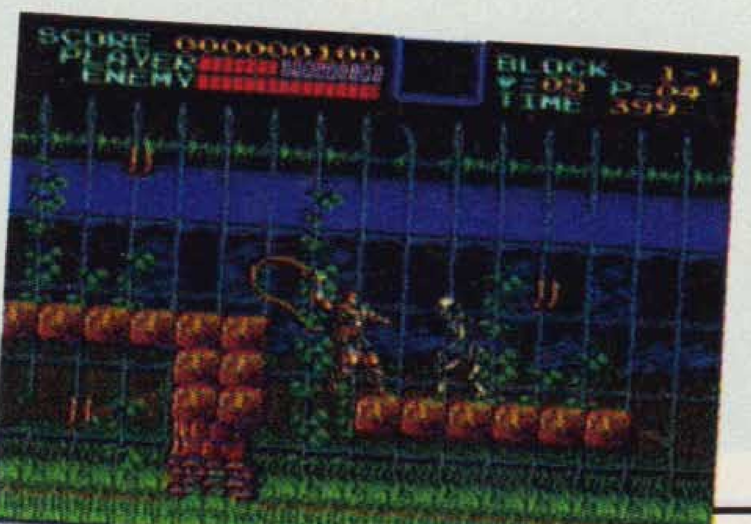


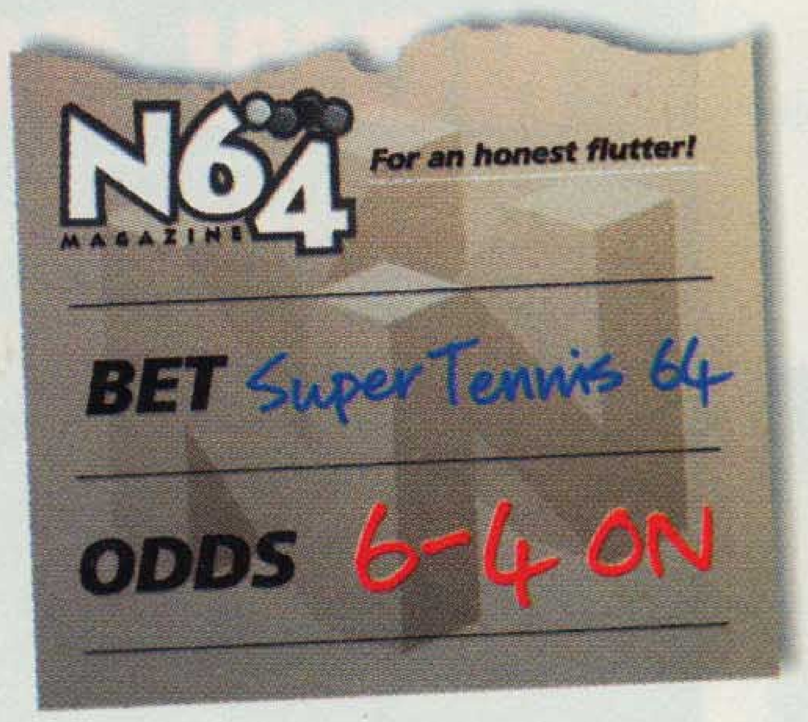


Going:
Firmish, though attacks from foreign powers may churn it up a bit.

Info:
Sid Meier's superb god sim has graced just about every system to date – including, successfully, the SNES – so a 64-bit version isn't completely out of the question. But with three *Sim City* games currently under construction (from Nintendo, Maxis and Imagineer), the strategy genre is fast filling up.

Insider tip:
Wait for the 64DD. Then we'll see...



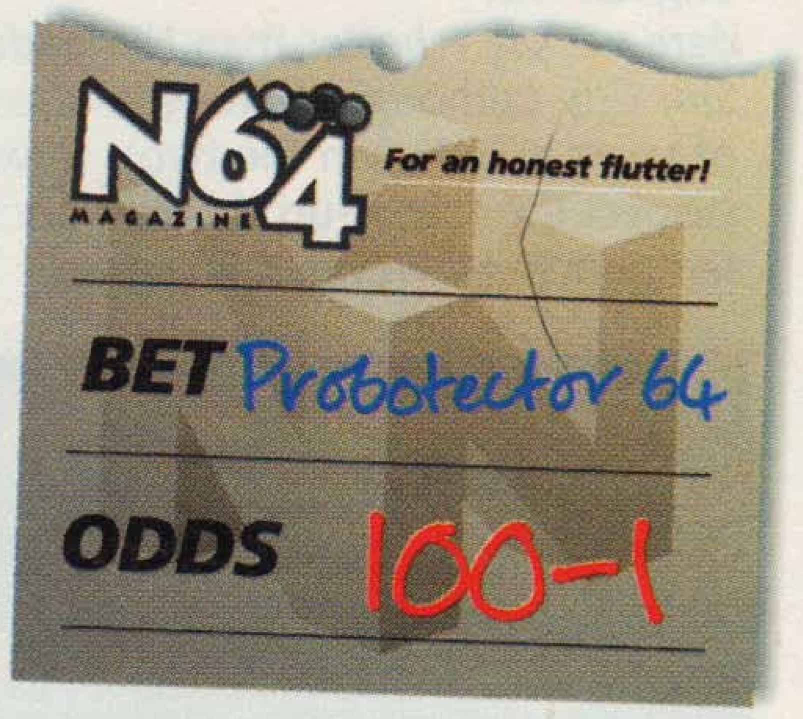


Going:
All the way to the final. Providing you're not British.

Info:
A 64-bit working of Nintendo's gem of a tennis sim, *Super Tennis*, with *ISS64*-like motion captured players? Mmm, yes please.

Insider tip:
A good outside bet, this. Nintendo are currently storming through their back catalogue, and a sports game would make a pleasant diversion from all things plumber- and animal-related.





Going:
Uneven, as a recent smart bomb took out twelve tonnes of masonry.

Info:
Konami's awesome platform-blaster-thing – complete with screen-filling bosses – is positively crying out for some N64-based tweakage and, as an example of the genre, classy gun-toters don't come much better.

Insider tip:
Wait for *Castlevania 64*. If that finds positive reviews then *Probotector 64* could start to take shape.





Going:
Blasted to bits.

Info:
Again Nintendo waved their hefty magic wand and produced a sizzler of a platform-shooter. With more atmosphere than Russ Abbott's favourite party and inspired level design it was a corker. And that was on the SNES. Just imagine what 64-bits could do with the concept.

Insider tip:
We'll wager it'll make an appearance. But with Nintendo making sure every one of their games positively oozes quality (even if that means – sigh – waiting anything up to six months extra for it), you can rest assured that *Metroid 64* won't be appearing for a good couple of years.



lease



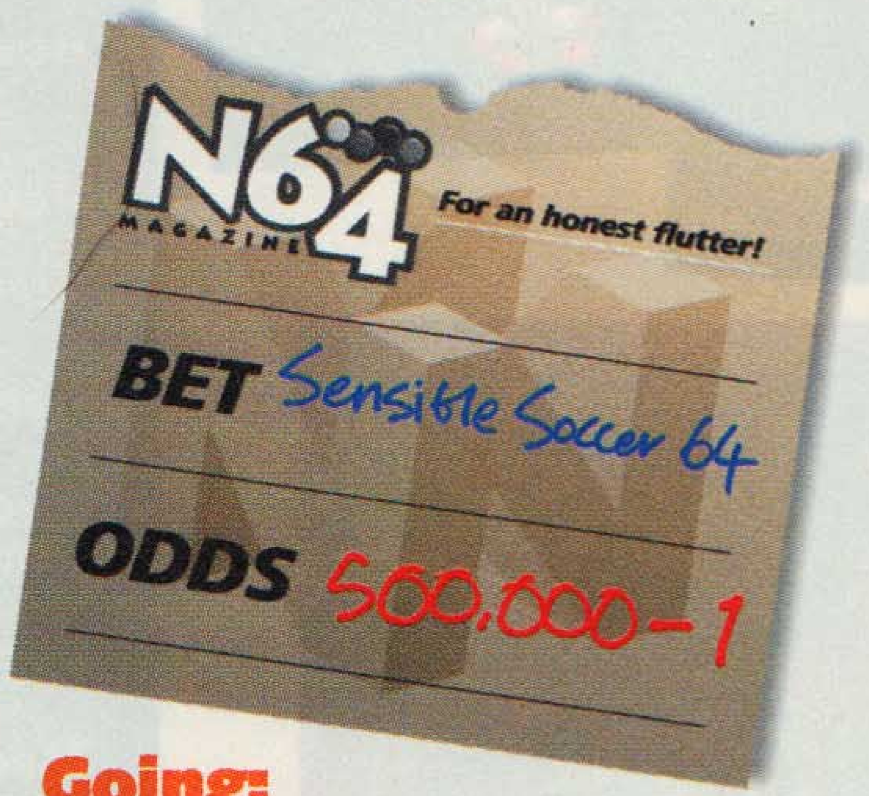


Going:
Difficult to tell.

Info:
A strange old mix of a game that refused to be categorised, *Actraiser* was Enix's very finest SNESular moment. A combination of platform slash-'em-up and god sim, it was entertainment of the very highest variety. A touch of 64-related sorcery, then, would most certainly not go amiss.

Insider tip:
Unlikely. Although Enix have already dipped their toes into the N64's crystal-clear waters with last issue's *Go Go!! Troublemakers* and, prior to that, (yawn) *Wonder Project J2.*





Going:
Small but perfectly formed.

Info:
Once the staple diet of every would-be footballer's software collection, *Sensi* – the affectionate term for it – was the most glorious soccer game of all time. With fluid, forward-flowing movement and the most fantastic goals imaginable, it sadly lost itself some time after *ISS* appeared on the scene. Still, *Sensi* has etched itself into the annals of gaming history.



Insider tip:
Of course, it would help if Sensible were actually *doing anything* these days...

BE GONE!

Ten SNES-based N64 games that should NEVER appear:

1 Pitfighter 64
No special moves and only three playable characters. *Good* basis for a fighting game.

2 Tintin in Tibet 64
The world's most boring character in the world's most boring place. Nice premise.

3 George Forman's KO Boxing 64
A game about a 40-year old boxer with no hair, rolls of fat and a fanbase consisting of his Mum. And hamster.

4 Pacific Theatre of Operations 64
The missions involve sailing a ship across the Pacific, having it blown up, then dying. As you leap from your local suspension bridge, the futility of war is expertly recreated.

5 American Gladiators 64
As if Gladiators wasn't bad enough, now they're *American*.

6 Robocop versus Terminator
You have twenty seconds to comply. Etc.

7 Beavis and Butthead 64
"Heh, heh, heh, heh, heh, Beavis!"
"Cool, Butthead. Heh, heh, heh, heh, heh, heh, heh."
BANG!

8 Rise of the Robots 64
Brian May does the guitar music. Robots fight. To the death. Or something.

9 Jeopardy 64
Er...

10 Wheel of Fortune 64
Oh dear.

Coming next month in...

N64 MAGAZINE ISSUE 7

F1 POLE POSITION



As the Formula 1 season reaches its exciting climax, Ubi Soft open their garage door and roll out their first, gleaming Nintendo 64 game. *F1 Pole Position* promises an official F1 licence (so no more H Dill, with any luck) and cheek-flapping speed. But will it actually be any better than *Human Grand Prix*? Read and the next issue of **N64** Magazine and find out!



PLUS! NEW GAMES FROM AROUND THE WORLD



After a quiet couple of months things are really getting moving in Japan and America. And to prove it, next month we'll have reviews of: Konami's *Ganbare Goemon*, the first RPG for the N64; American puzzler *Tetrisphere*; and Hudson's *Power League 64*. And if you're extra-specially lucky, Wil might put together an exciting confrontation between two new mah jong games!

HOW TO...

...TAKE DASTARDLY SHORT CUTS IN MARIO KART

Stick to the beaten track and you'll never win. Cheat, however, and you can shave minutes off your times. Next month we'll reveal the short cuts the experts use, including a brilliant one for Frappe Snowland that'll let you do three laps in under a minute!

JAPANESE READING

N64 Magazine is, of course, the finest Nintendo 64 magazine available anywhere in the world. But what do they read in Japan, birthplace of the N64? Max Everingham elbows his way into a Tokyo newsagent.

MARIO KART CHAMPIONSHIP STAGE 3

The excitement builds as we print the results of Stage 2 and invite your entries for Stage 3. Who will be crowned Europe's fastest *Mario Karter*?



AND! The latest pictures of the newest games, pages and pages of handy tips, and, almost literally, tonnes of other invaluable stuff!

N64 MAGAZINE Issue 7 on sale Monday, 15th September (Weather permitting.)

index to N64 MAGAZINE issue 6

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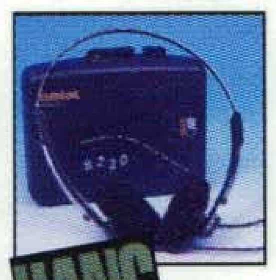
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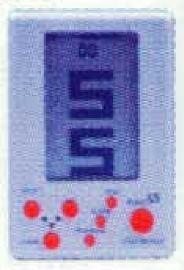
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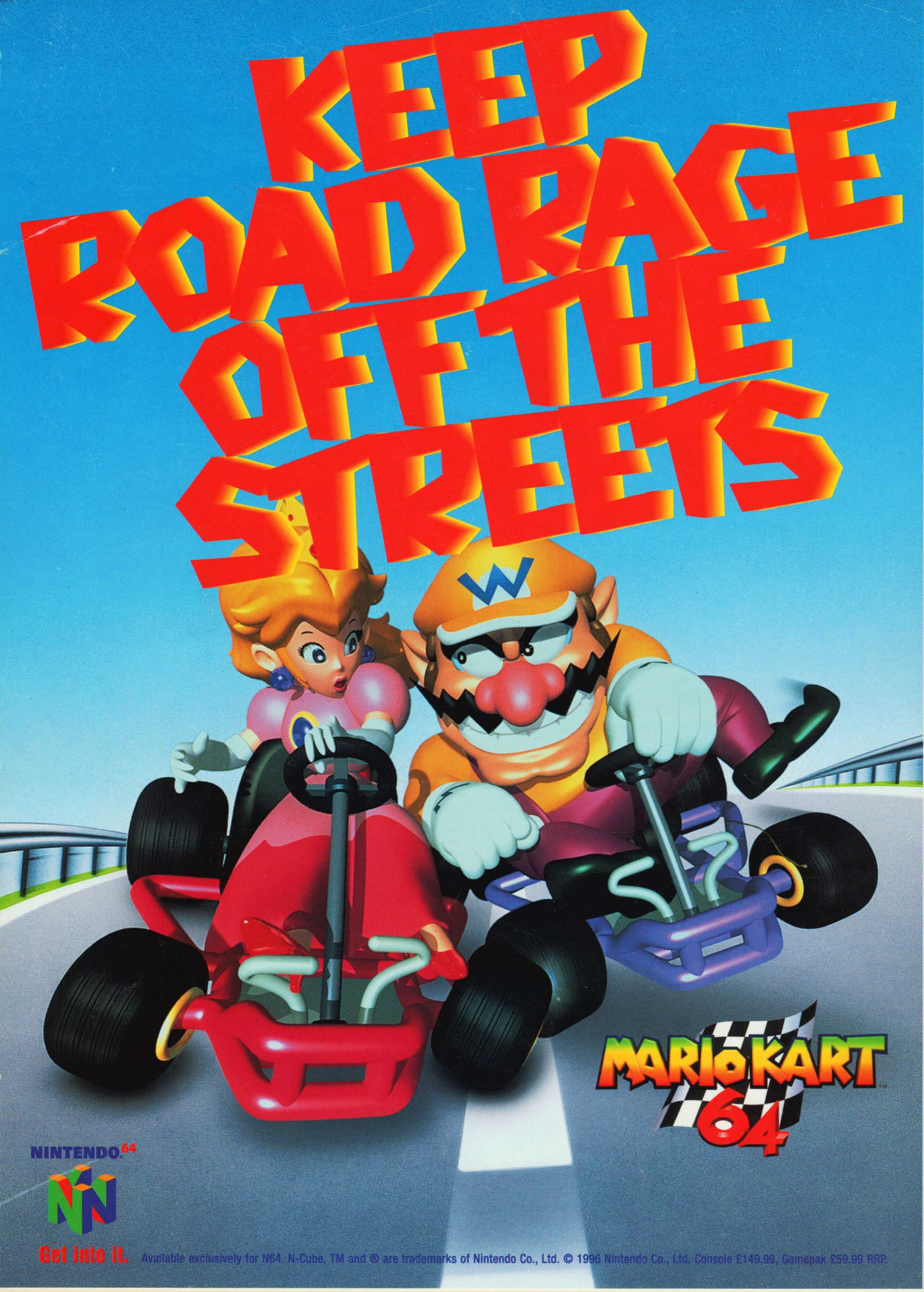


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